

“Hoots”  
1025-196  
Final Board

Date 08/18/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 08/18/14
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Cole Sanchez

Storyboard by  
Andy Ristaino  
& Kent Osborne

Animation Studio  
RDK

SEP 12 2014



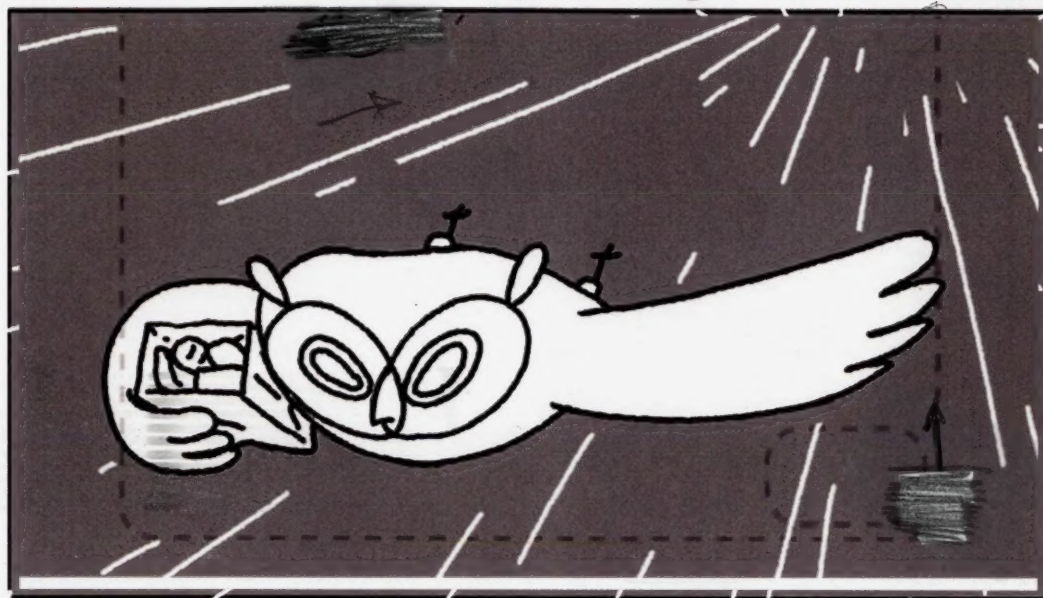
# ADVENTURE TIME



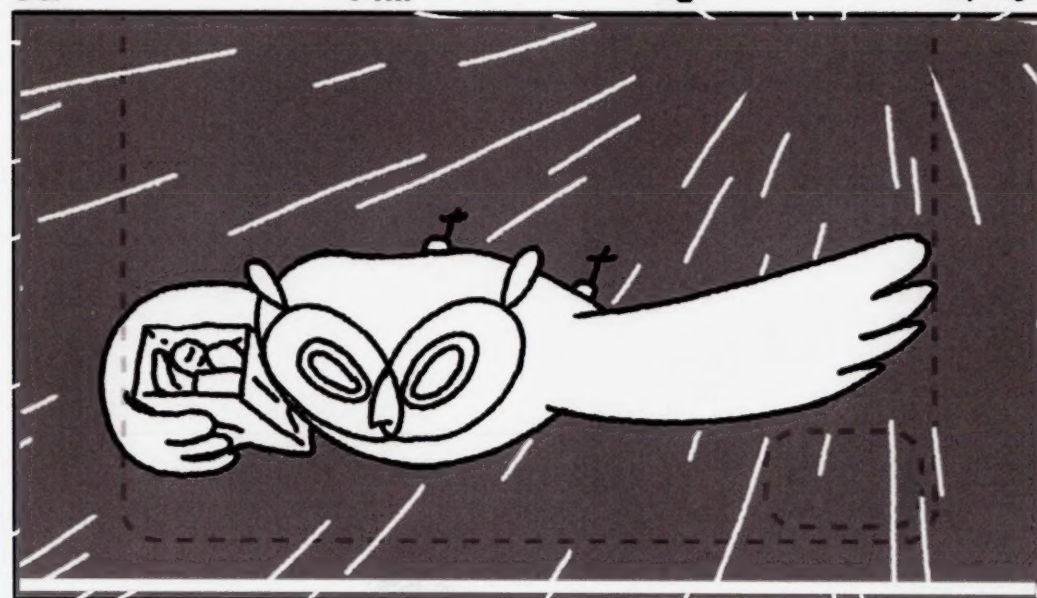
Page 1

*Hu  
Cst*

Sc. 01 Pnl. A Bg. day night



Sc. 01 cont Pnl. B Bg. day night



Dialog:

Action: - CO FLIES THROUGH ZIPPING STAR FIELD.  
(Reference STAR TREK NEXT GEN WARP AS SEEN THROUGH  
INTERIOR WINDOW. )

Timing: CO FLAPS a few  
Times.



- Then starts GLIDING.

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Production :

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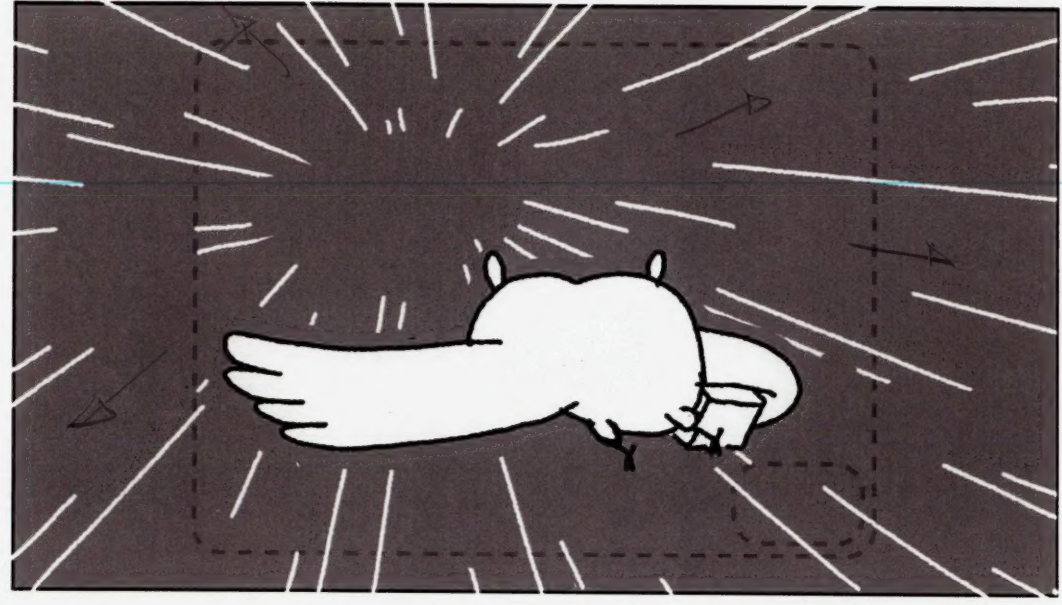
Ho Cut

ADVENTURE TIME

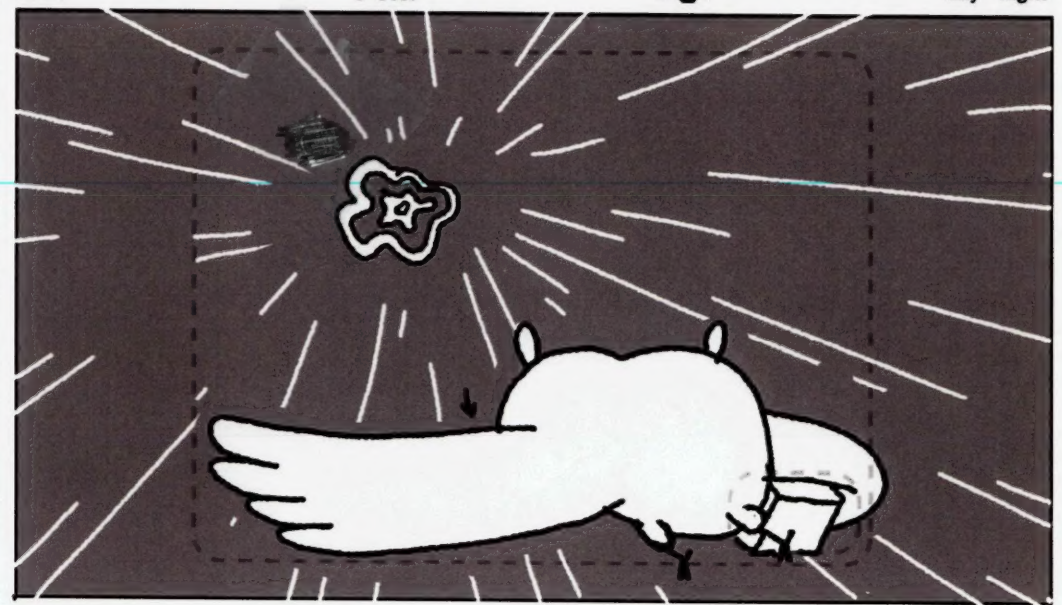


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Sc. 02 Pnl. A Bg. day night



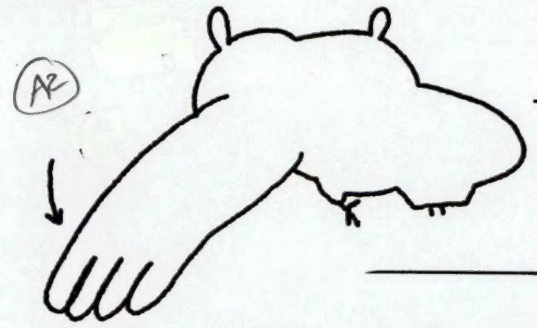
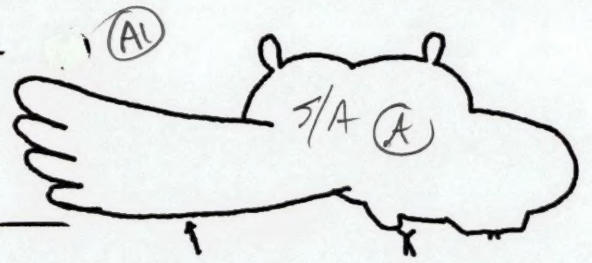
Sc. 02 CONT Pnl. B Bg. day night



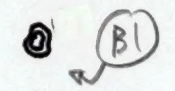
Dialog:

Action: CO FLAPS RANDOMLY TO KEEP UP HIS MOMENTUM

Timing:



PORTAL OPENS.  
CAMERA SLOWLY OVERTAKES CO. SEP 12 2014



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Production :

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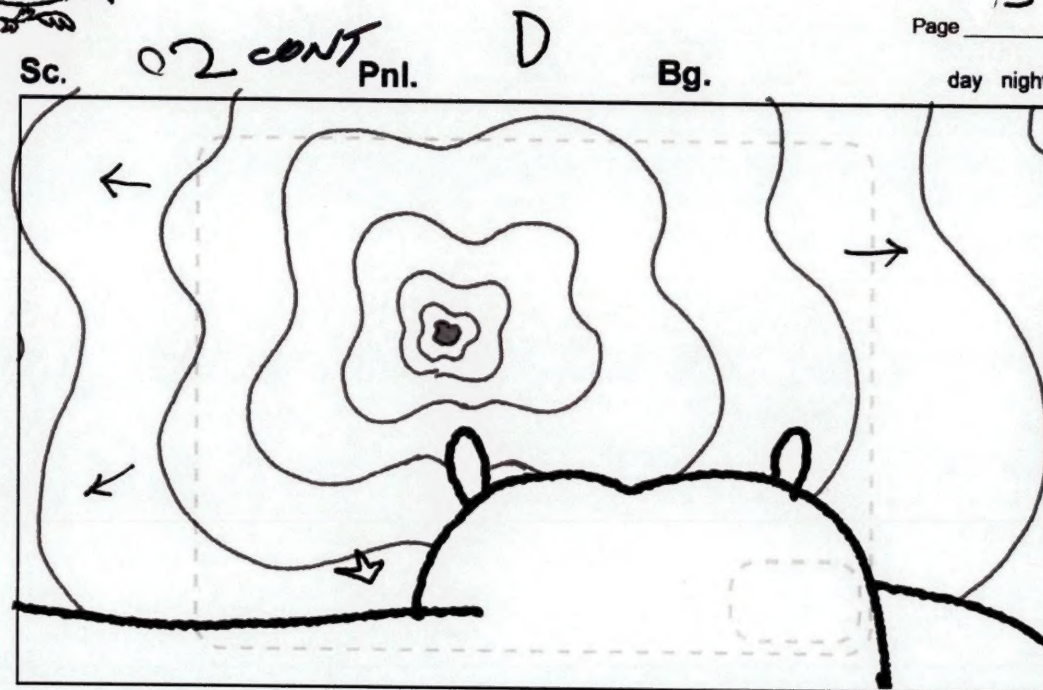
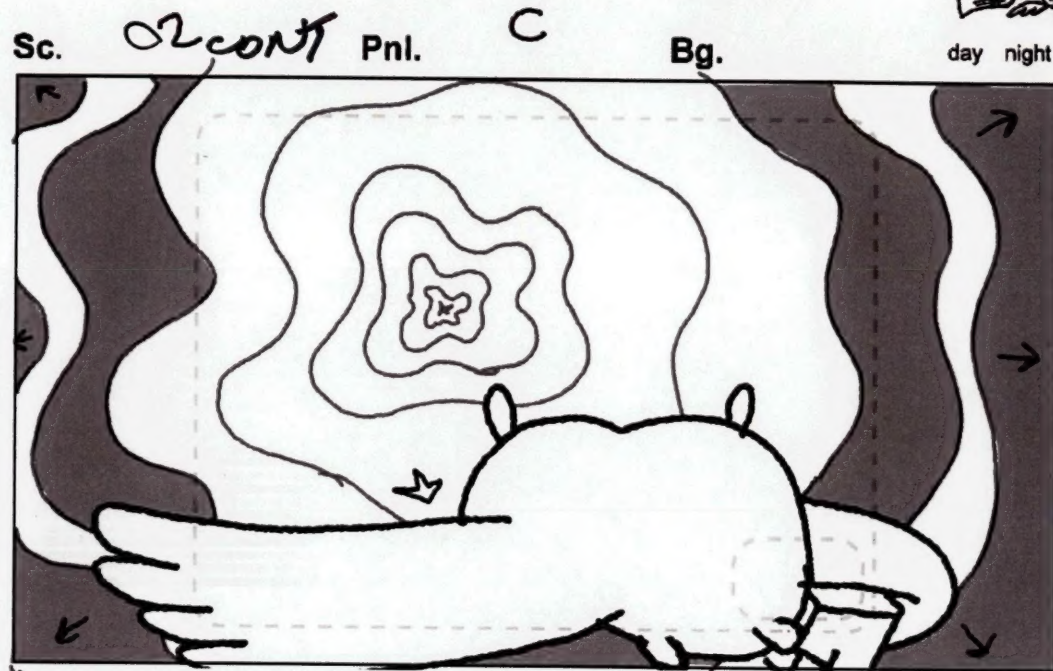
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# ADVENTURE TIME



Page 3



Dialog:

Action:

- CD keeps drifting towards the camera as he flies through the portal

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Timing:

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Production :

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1025/196

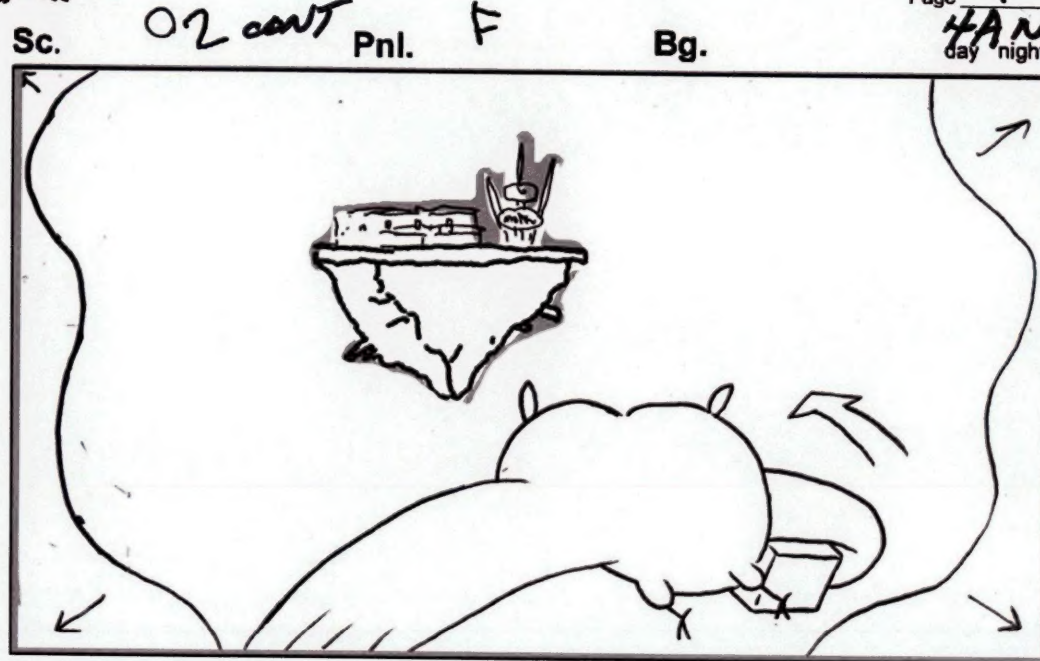
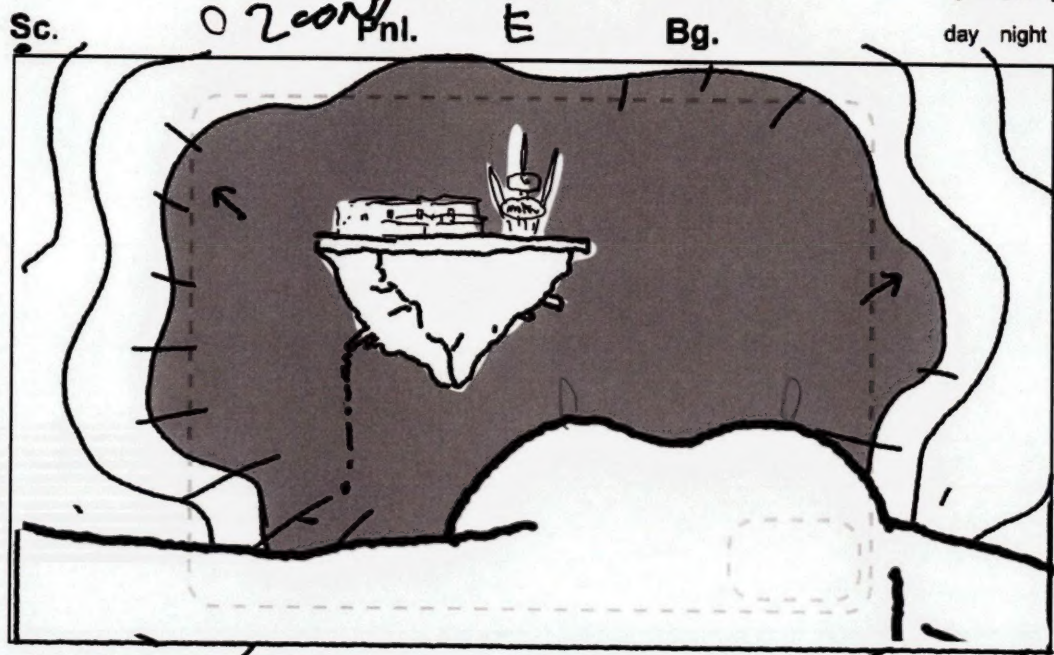
1025/196



# ADVENTURE TIME



Page 4  
HA NEXT  
day night



Dialog:

Action: - on the other END of the portal TUNNEL.  
WE SEE a RUNDOWN MOTEL on a floating ISLAND.

- CO FLIES TOWARDS IT.

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Timing:

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Production :

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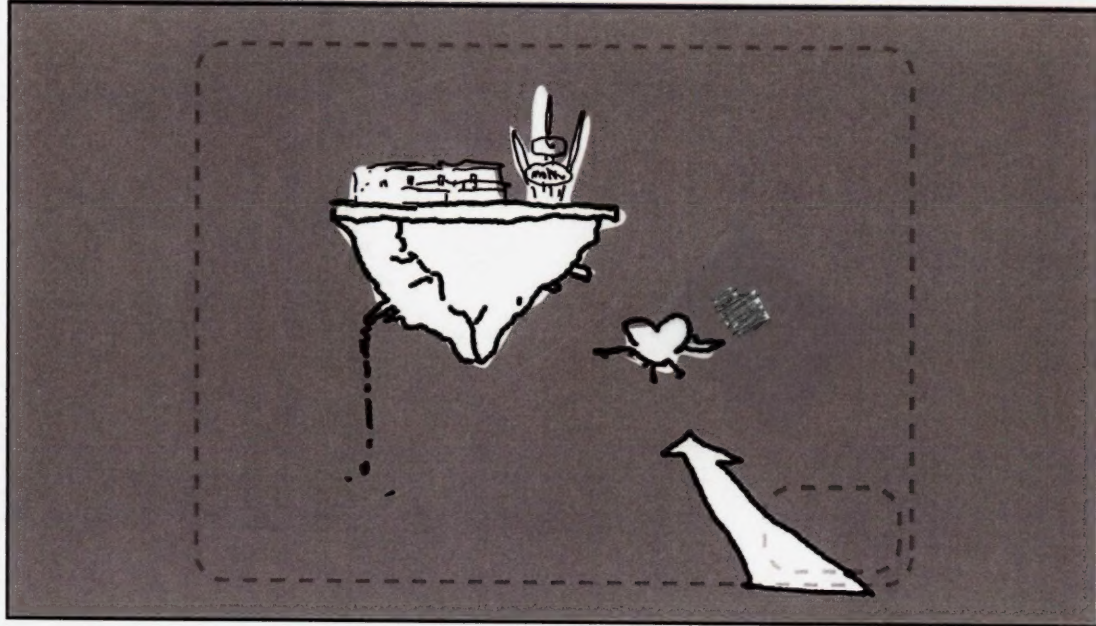


# ADVENTURE TIME

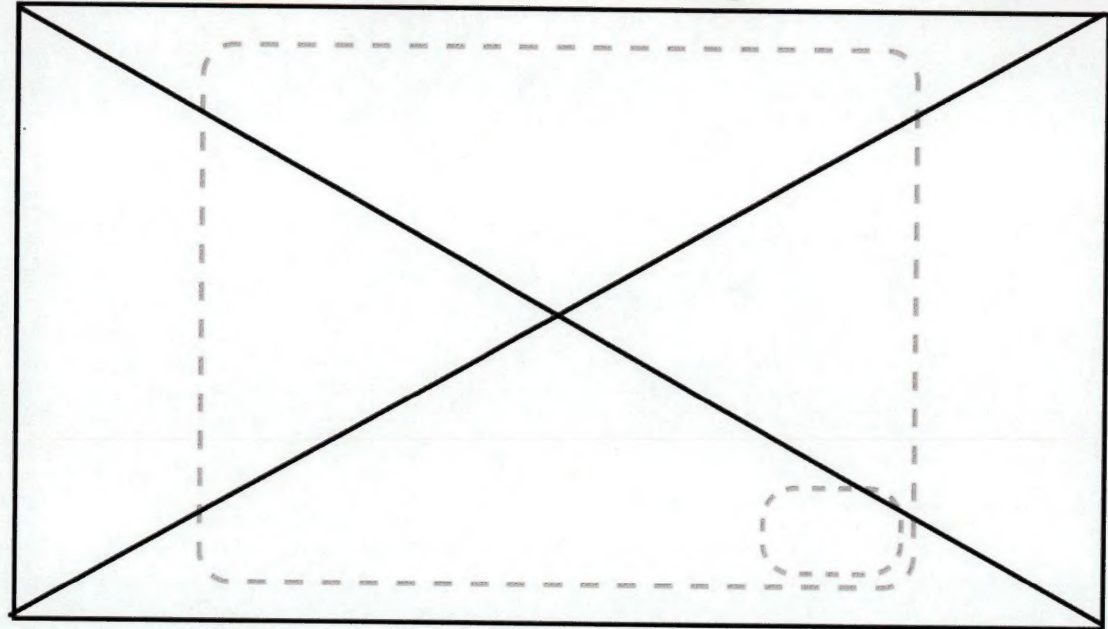


Page 4A  
5 NEXT  
day night

Sc. 02 CONT Pnl. G Bg. day night



Sc. Pnl. Bg. day night

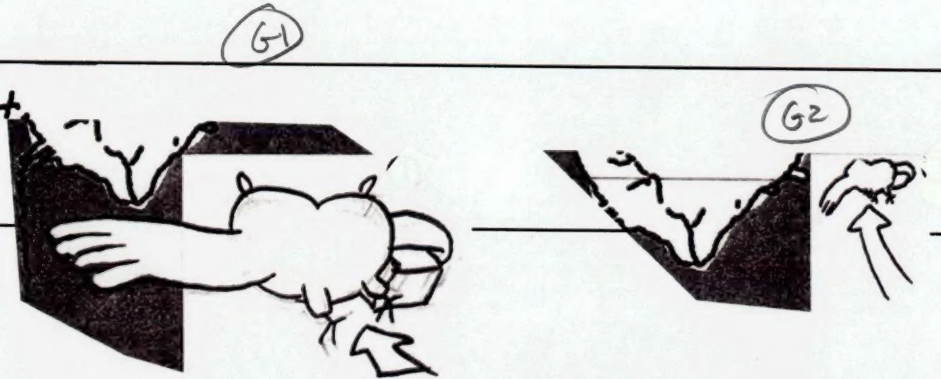


Dialog:

Action

- CO FLIES TOWARDS IT.
- CAM MOVE ENDS.

Timing:



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Production:

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1025/196

HW  
CUT

# ADVENTURE TIME



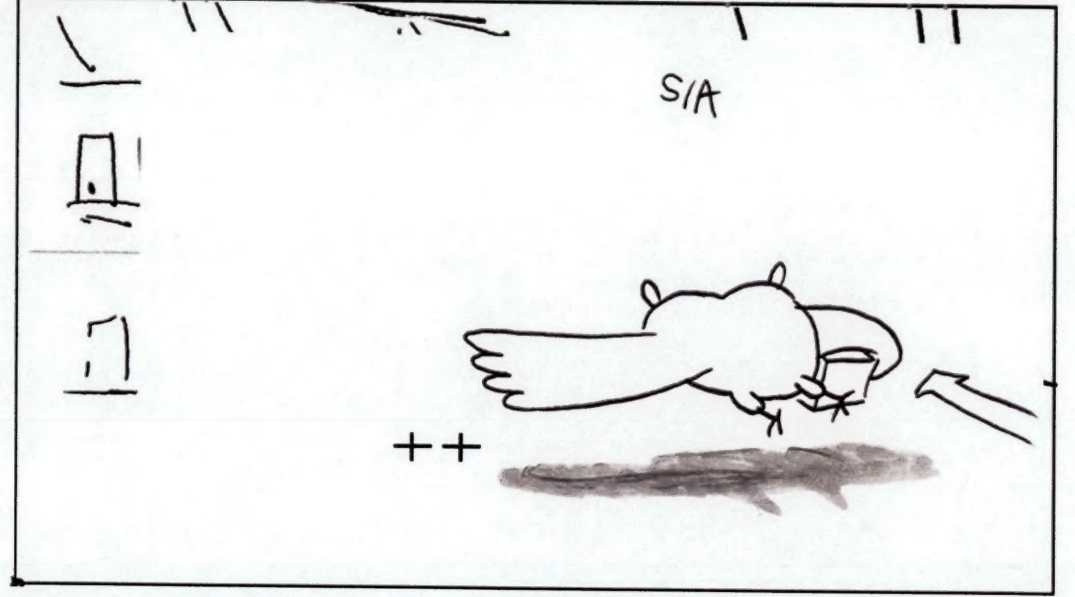
5

Page

Sc. 03 Pnl. A Bg. day night



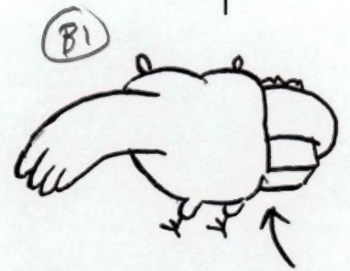
Sc. 03 CONT Pnl. B Bg. day night



Dialog:

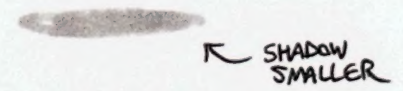
Action: - Co's shadow flies in. Co GLIDES in and slows down for a landing.

Timing:



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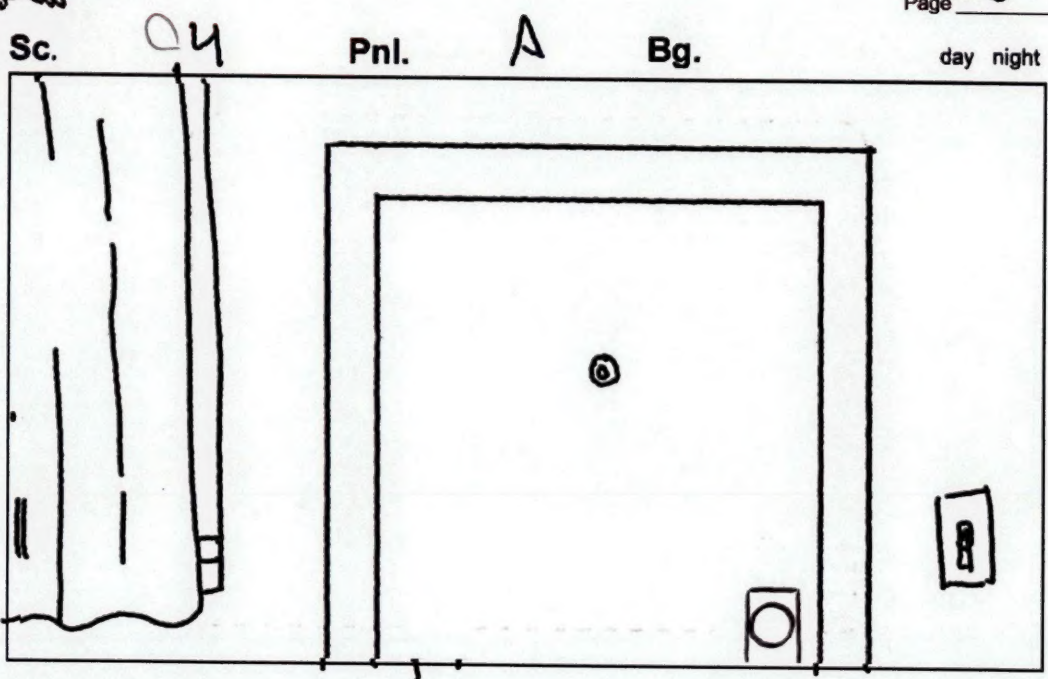
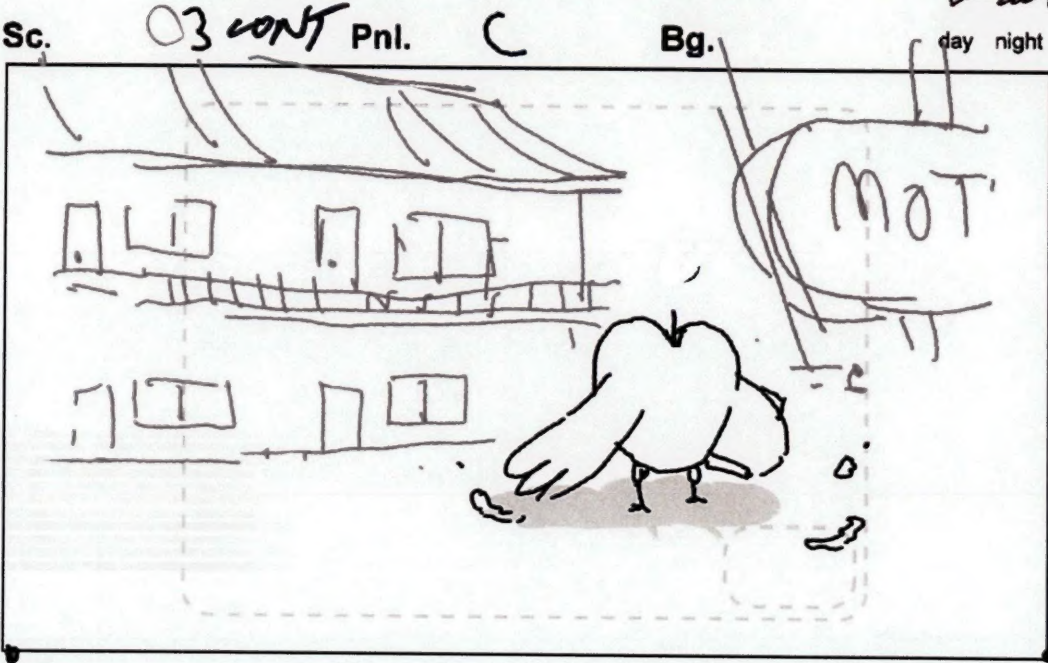
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ADVENTURE TIME



Dialog:

Action: CO LANDS SLOWLY HIS DESCENT FLAPPING HIS RT WING.



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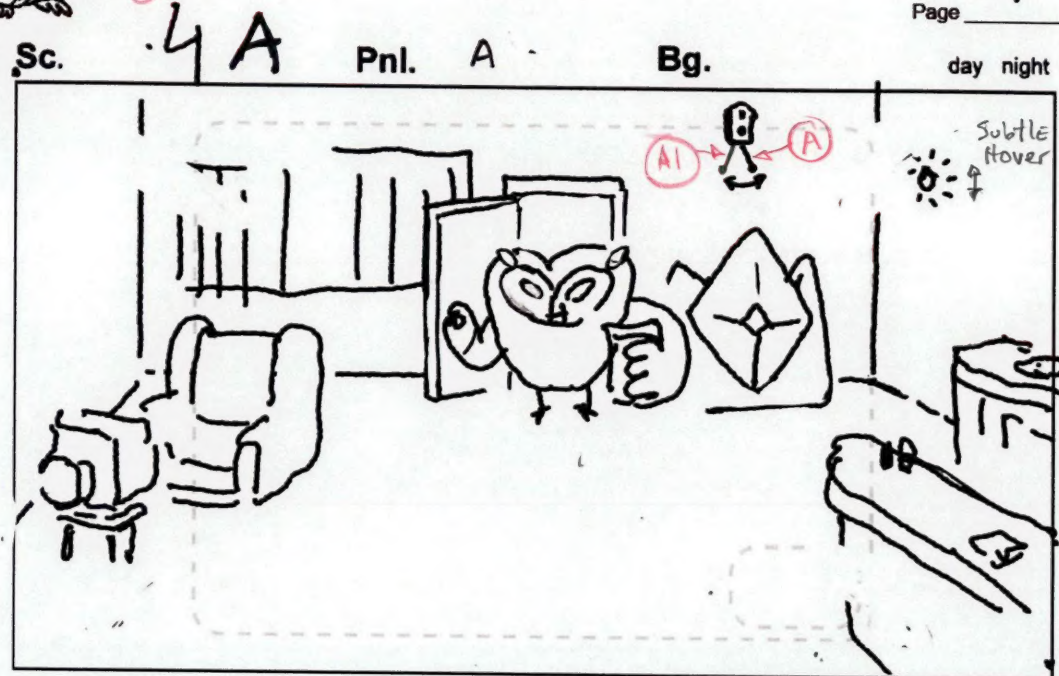
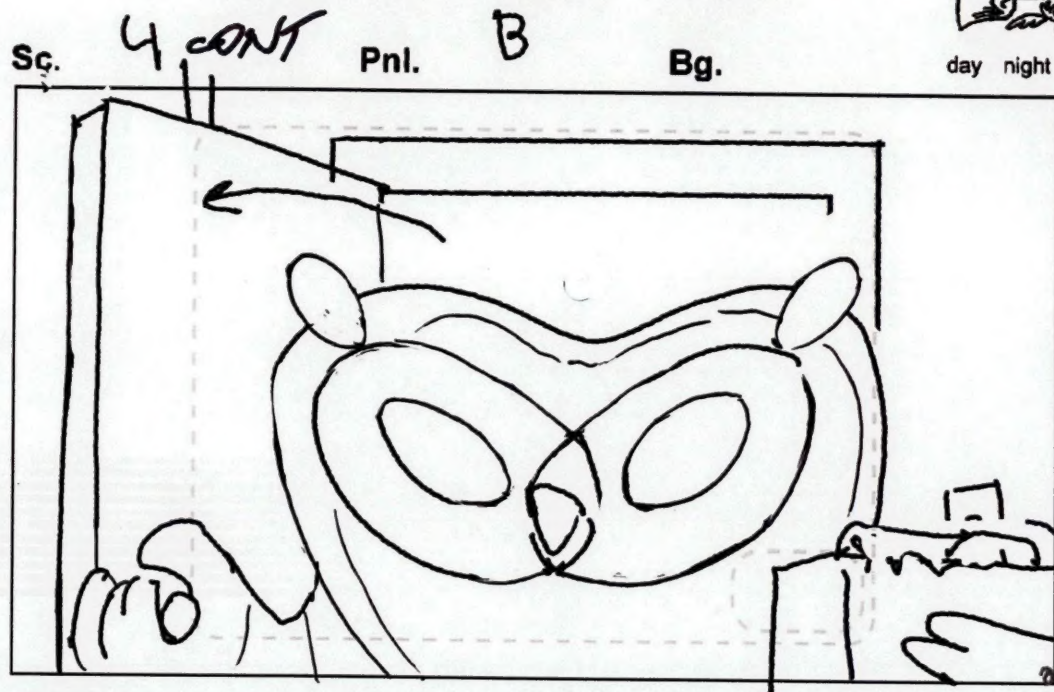
1025/196



# ADVENTURE TIME



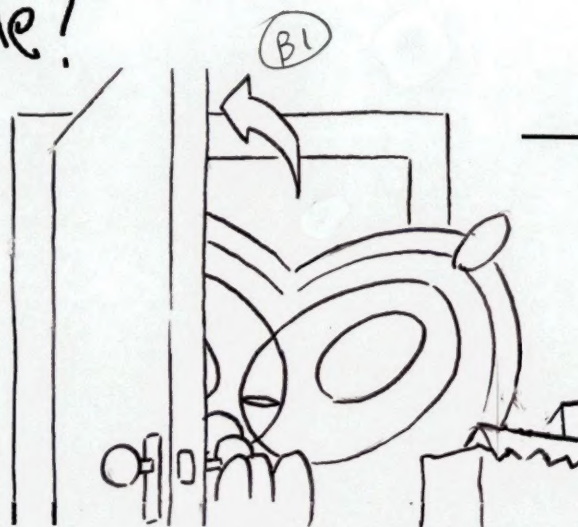
Page 7



Dialog:  
cosmic owl / I'm Home!

Action:  
door opens!

Timing:



SFX: \* CLOCK TICKING \*

- CUT WIDE TO EMPTY APARTMENT -

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Production :

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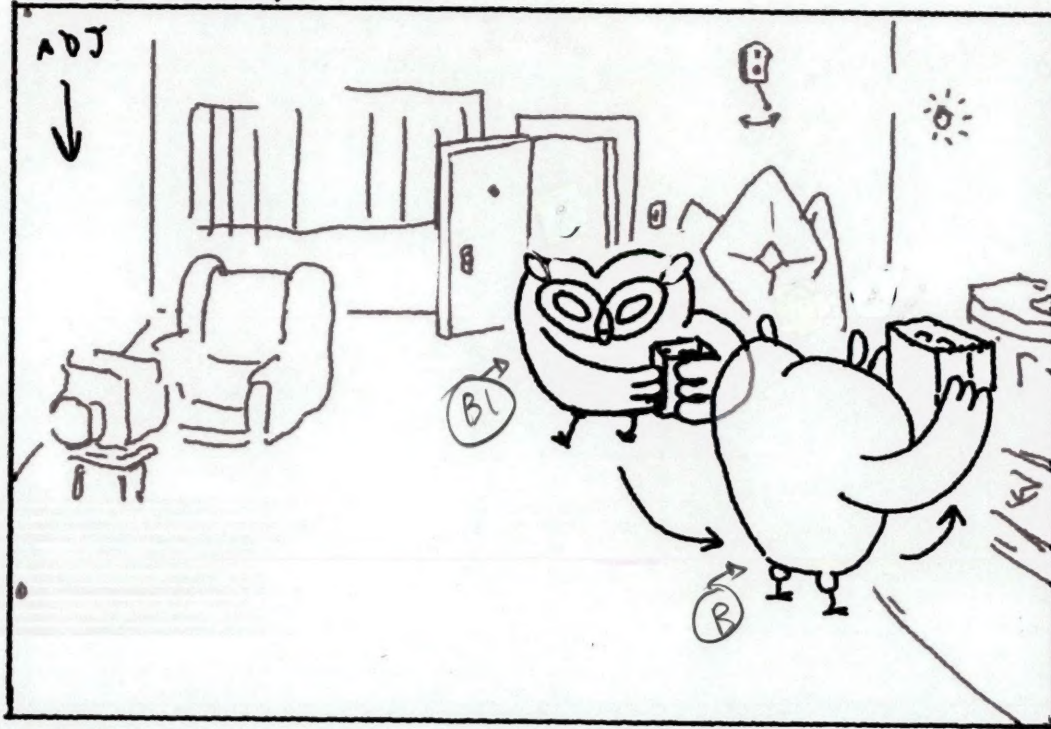
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Sc. 4A CONT Pnl. B

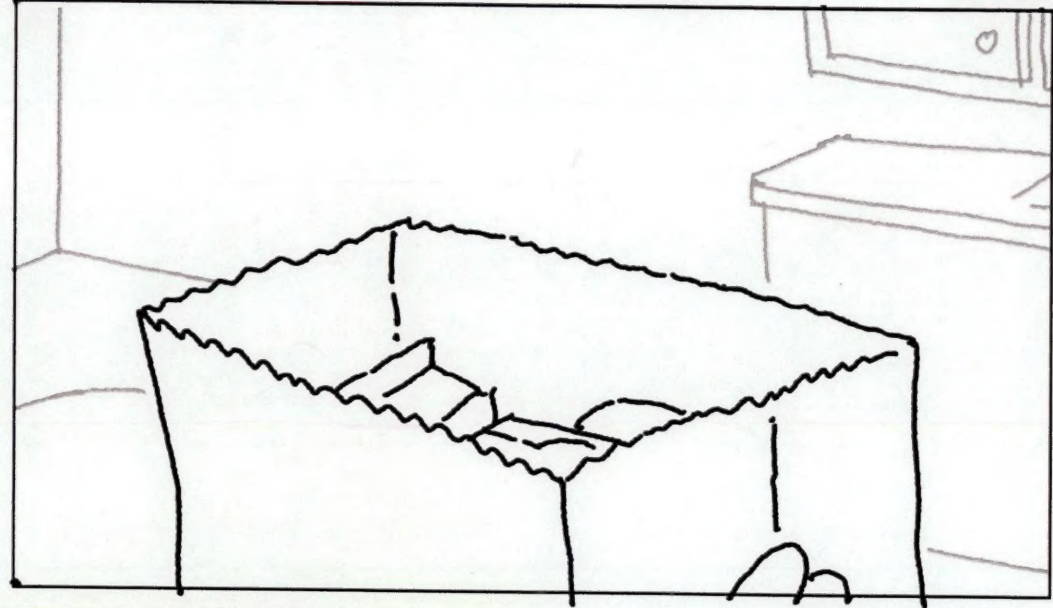


Sc. 05

Pnl. A

Bg.

Page 8  
day night



Dialog:

Action: CD walks in and puts the bag of groceries on the counter.

Timing:



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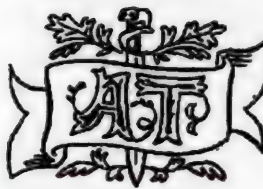
Production :

1025/196

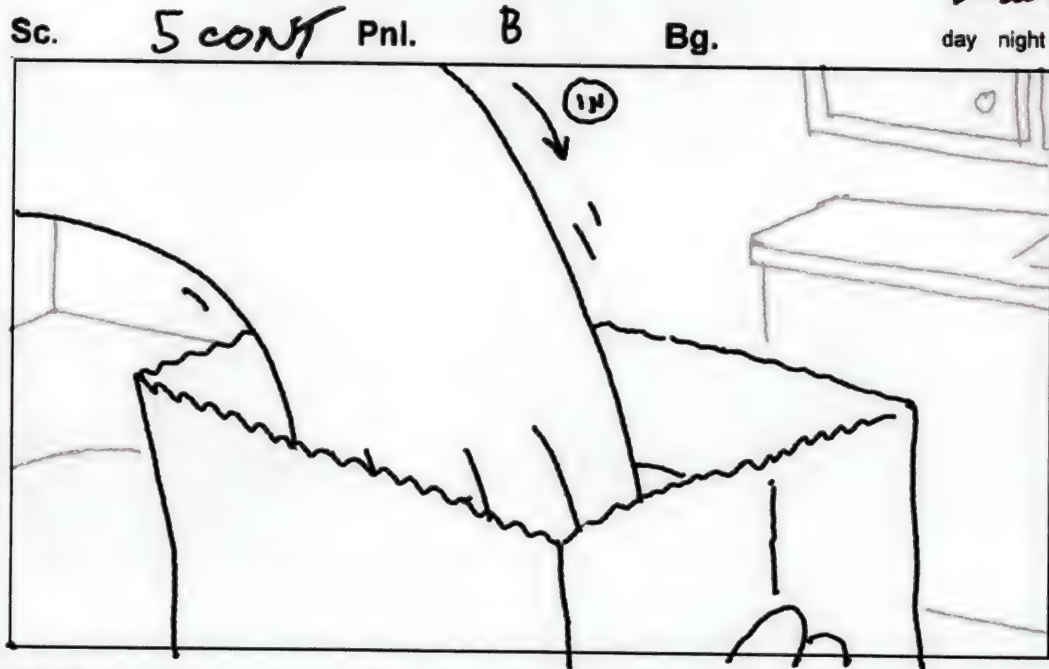
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# ADVENTURE TIME



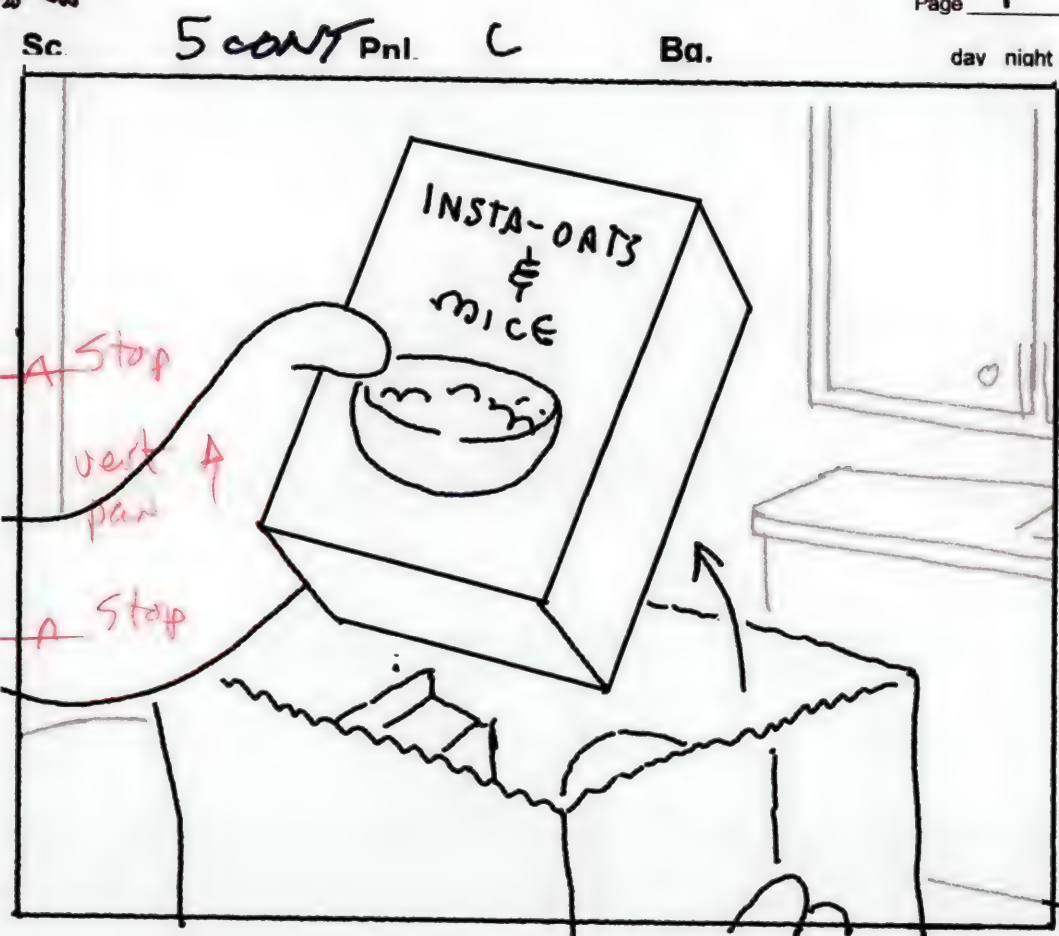
Page 9  
day night



Dialog:

Action: CO RUSTLES AROUND IN the Bag.

Timing:



-pulls out a Box of ista-oats  
- ADJ. W/ ACTION.

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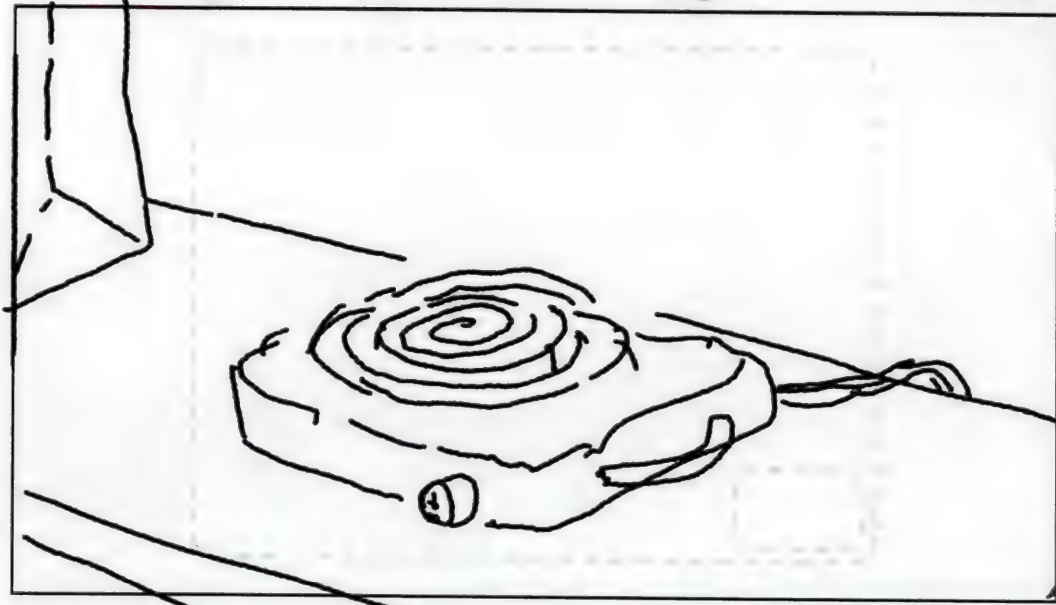




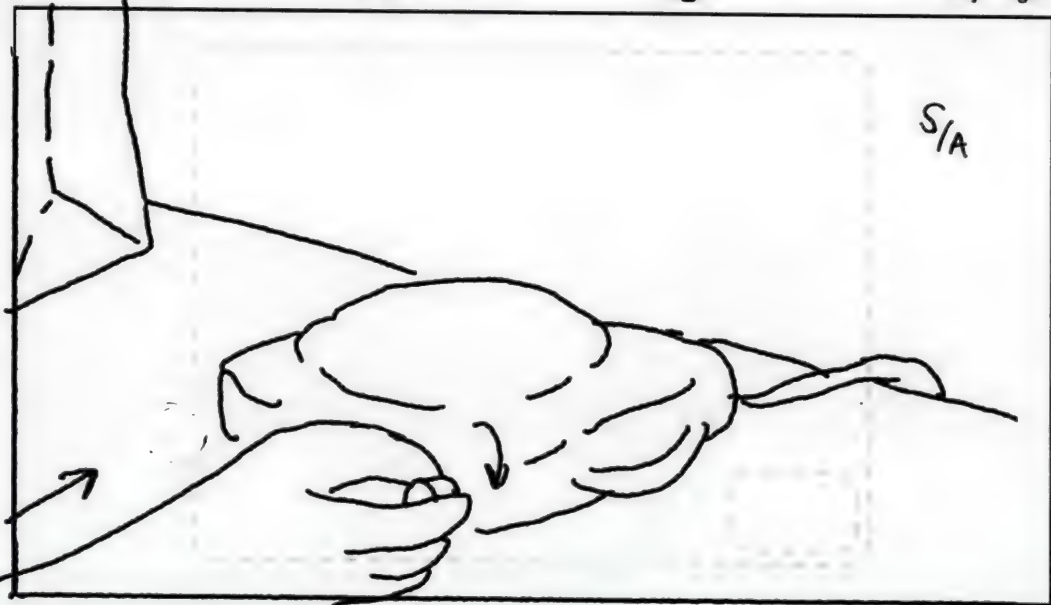
# ADVENTURE TIME

Page 10

Sc. 06 Pnl. A Bg. day night



Sc. 06 CONT Pnl. B Bg. day night



Dialog:

SFX: \*CLICK\*

Action:

- CO TURNS ON HOT PLATE.

Timing:



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1025/196



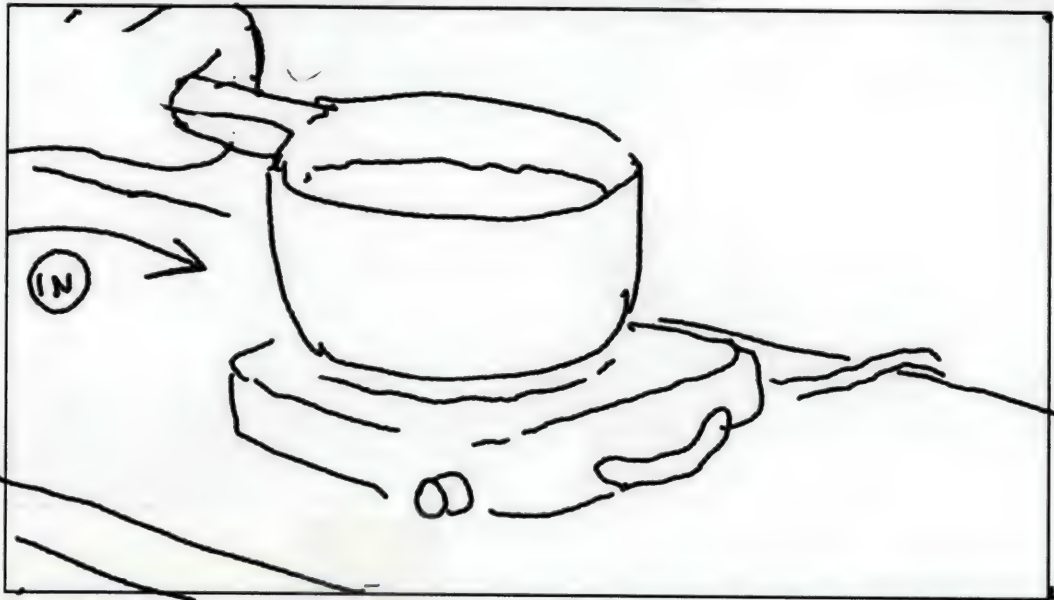
# ADVENTURE TIME



Ho  
Cut

Page 11

Sc. 06 CONT Pnl. C Bg. day night



Sc. 07 Pnl. A Bg. day night



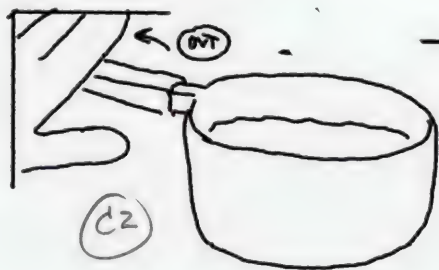
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-CO PUTS  
pot of water on Hotplate.



CO Rap tap taps  
on the counter.

SFX: \*TAP-TAP-TAP-TAP\*



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# ADVENTURE TIME



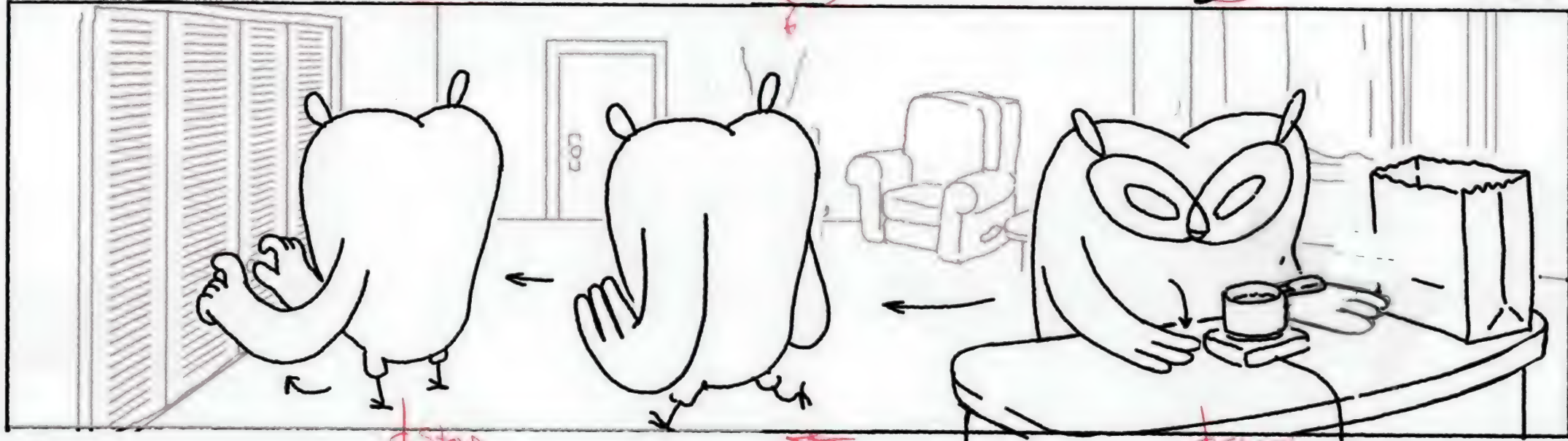
Page 12  
12A NEXT

Sc. 07 CONT Pnl. (D) Bg.

day night (C)

(PAN) (B)

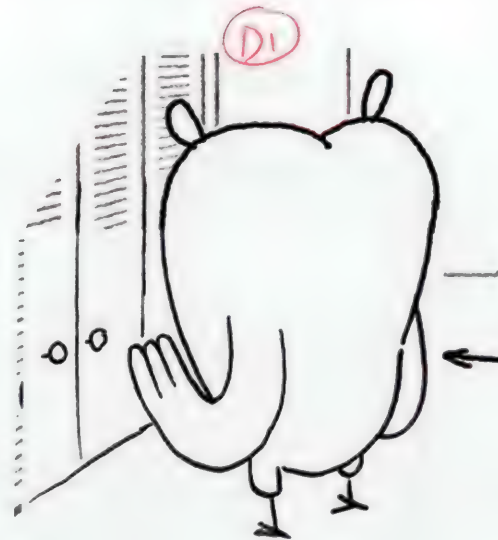
(START)



Dialog:

Action: -C.O. WALKS OVER TO THE CLOSET. (PAN W/ C.O.)

Timing:



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STOP

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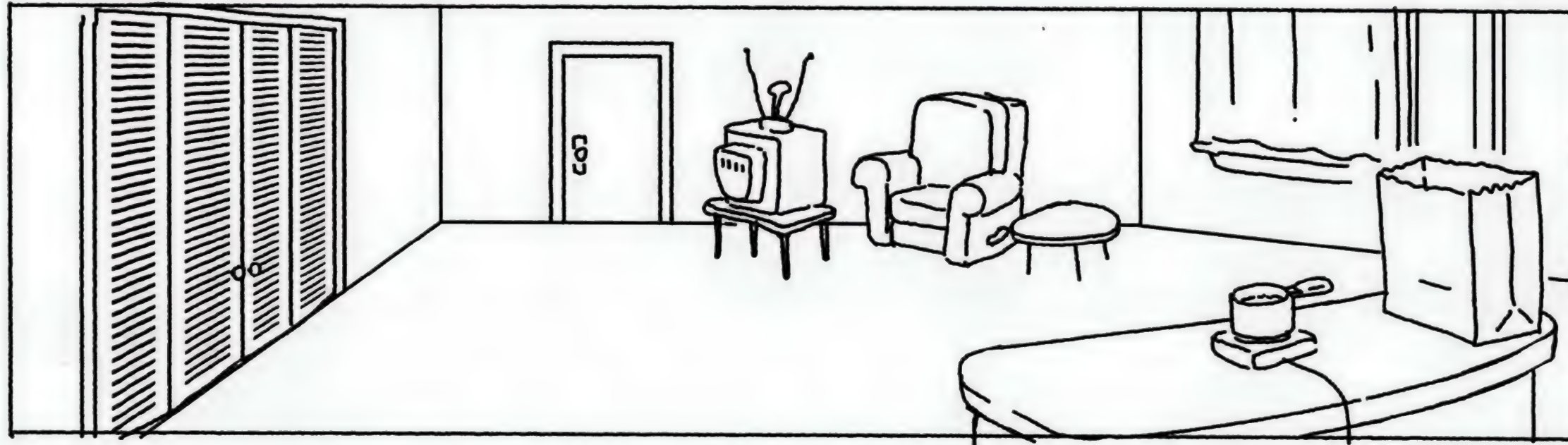
# ADVENTURE TIME



(BG REF)

Sc. 7

Page 12A  
19 NEXT



Dialog:

Action:

Timing:

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Production:

1025/196

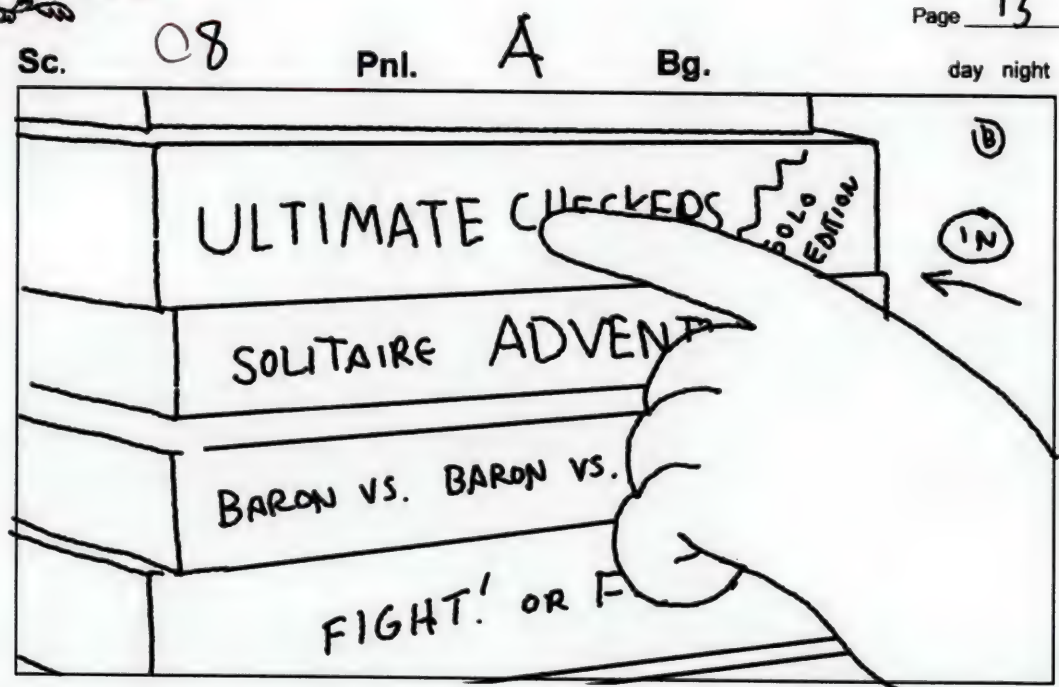
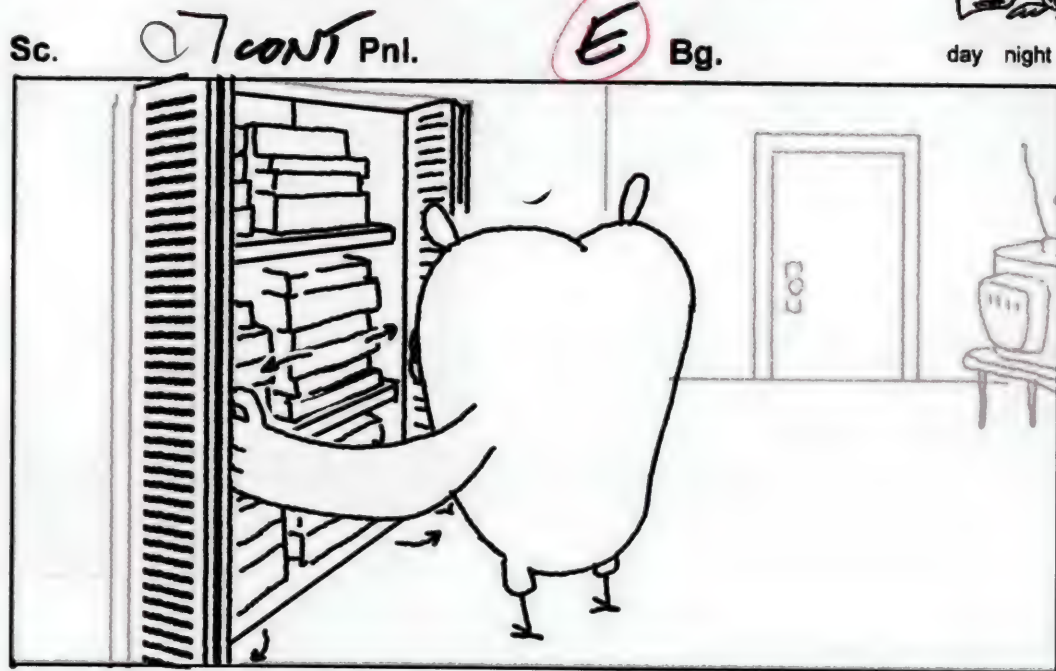
1025/196



# ADVENTURE TIME



Page 13  
day night



Dialog:

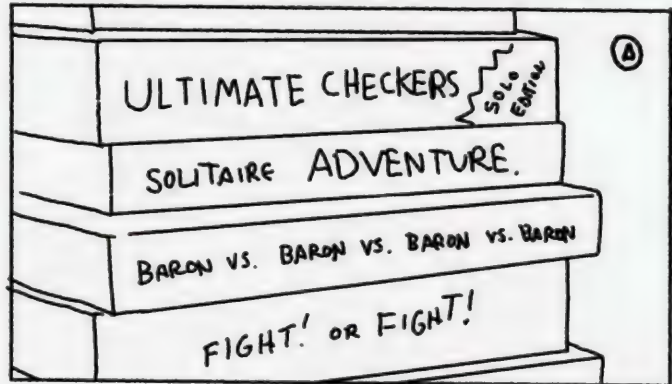
SFX: \* CREAK \*

Action: Co opens the closet door revealing tons of Board Games.

Timing:

Co/ HOOO's Going to have DINNER with me?

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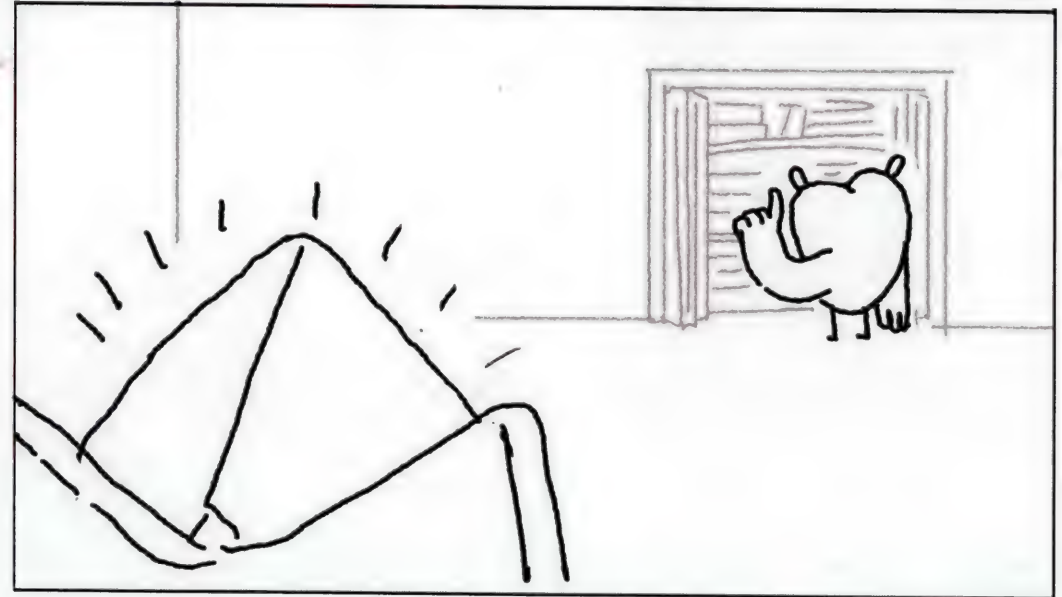
5. 08 CONT

Dial	ULTIMATE CHECKERS	PAN ↓
	SOLITAIRE ADVENTURE.	
	BARON VS. BARON VS. BARON VS. BARON	
	FIGHT! OR FIGHT!	
	ONE MAN PARTY	
	SCHADENFREUDE	
	SOLO MUSICAL CHAIRS	
	MIZ BIZ	
	CASTLE of KILL-MORE	
	SPREADSHEET	



Ho Cut

night Sc. 09 Pnl. A Bg. day night



sfx BZZT BZT BZZT.

~~B~~ - coin machine starts to glow and buzz.

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stop

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Production :



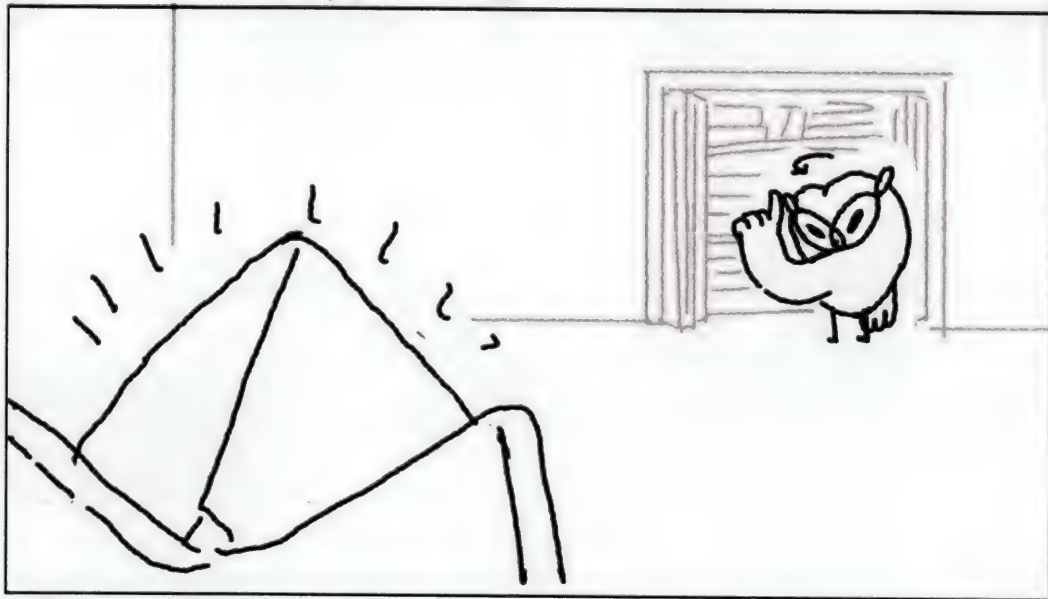
# ADVENTURE TIME



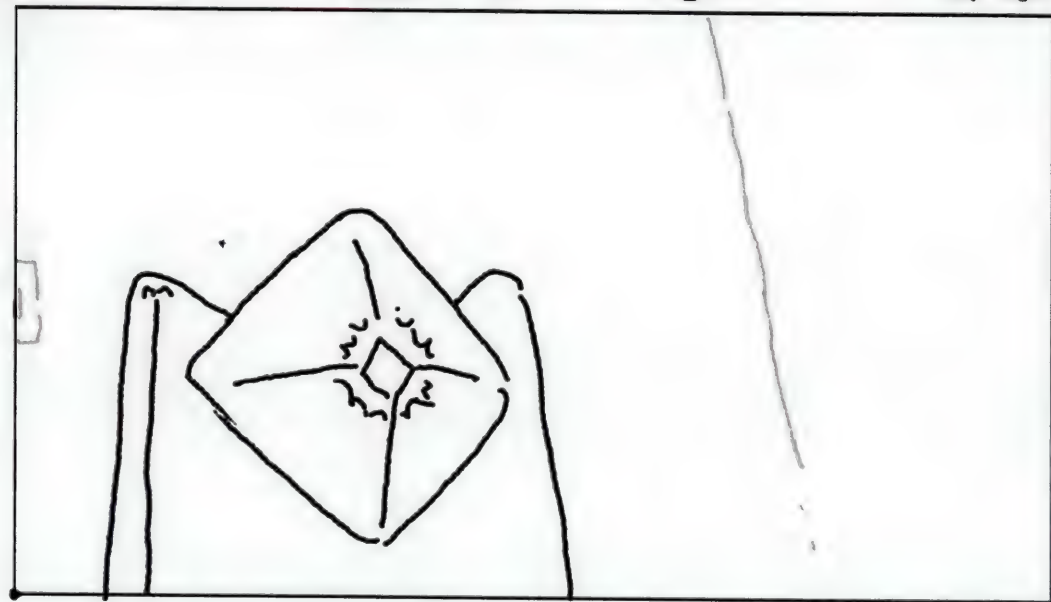
How  
Cut

Page 15

Sc. 9 cont Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:

sfx/\*BZZT BZZT BLZT\*

Action:

- CG TURNS AROUND.

LIGHT IN THE CENTER GLOWS.

Timing:

sfx/BZZT BZZT

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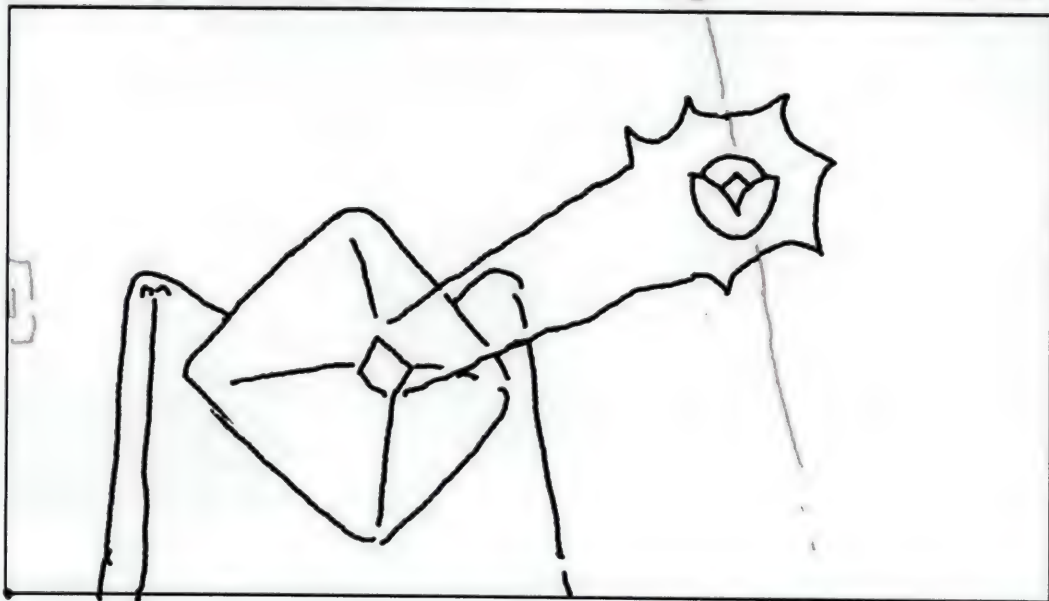


# ADVENTURE TIME

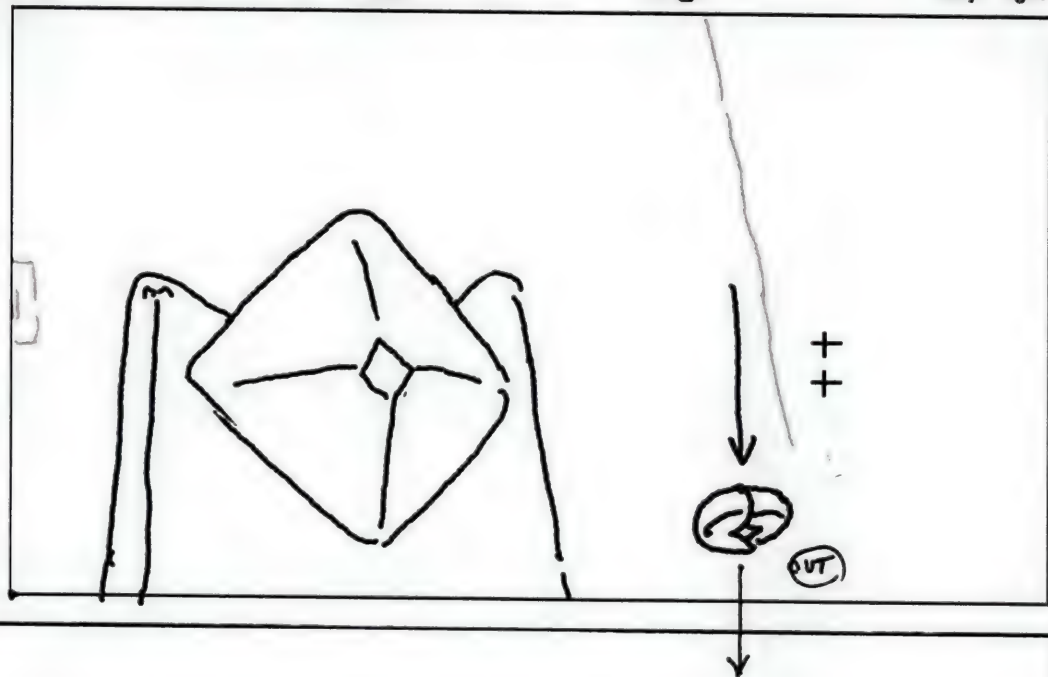


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Sc. 10 CONT Pnl. B Bg. day night



Sc. 10 CONT Pnl. C Bg. day night



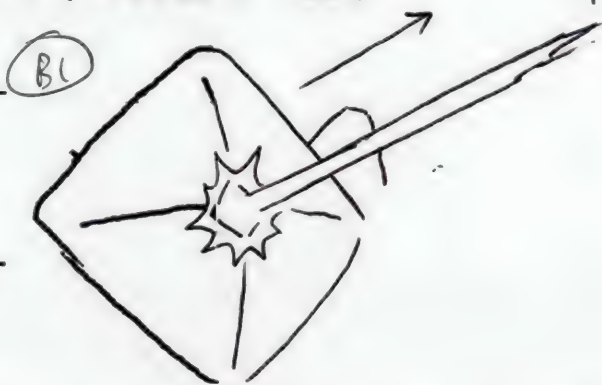
Dialog:

SFX / Bwownww

Action:

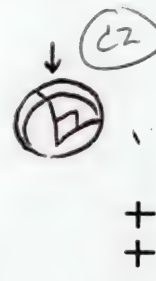
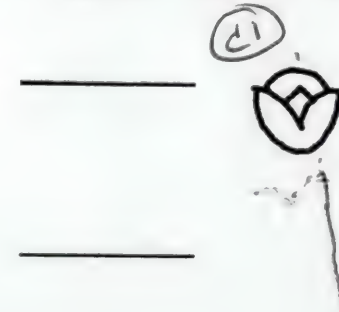
- MACHINE PRODUCES A COIN.

Timing:



- COIN FALLS TO THE GROUND.

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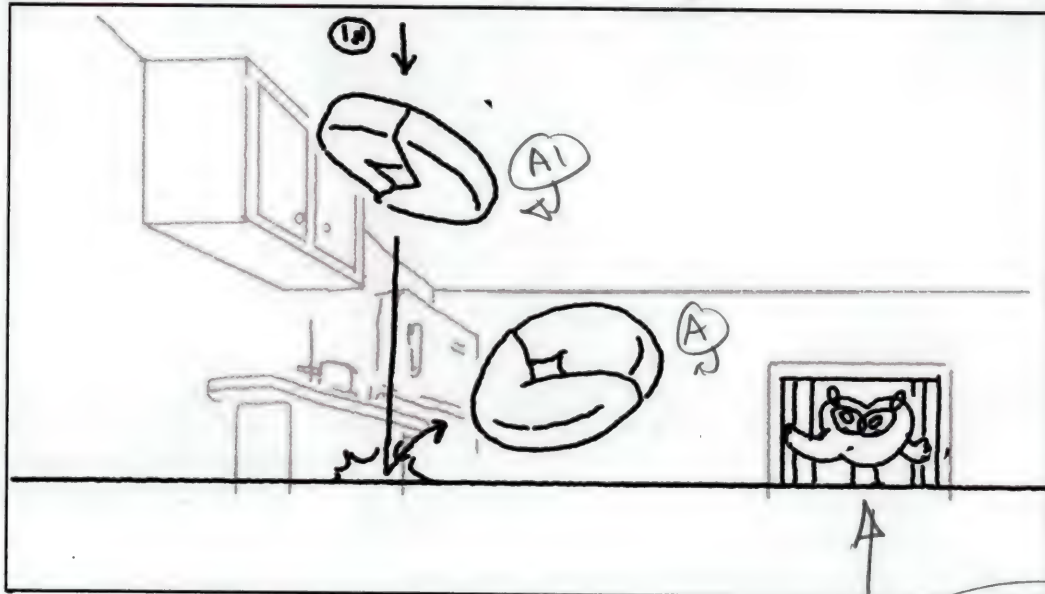


# ADVENTURE TIME

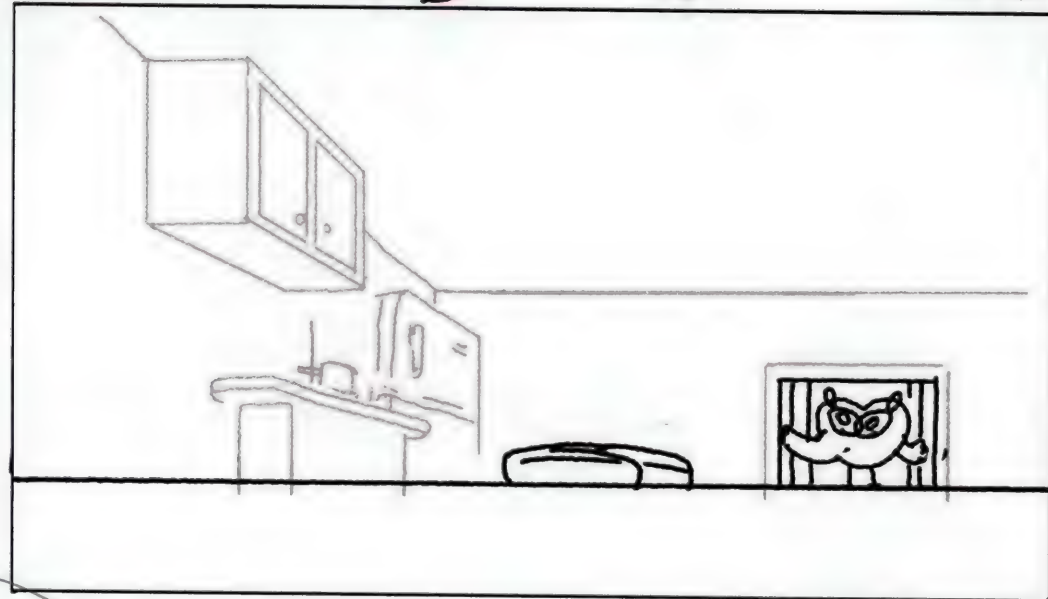


Page 17  
day night

Sc. 11 Pnl. A Bg. day night



Sc. 11CONT Pnl. B Bg. day night



Dialog:

C. OWL  
S/A Sc 12  
pos (A)

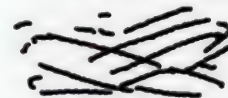
Action:

- COIN FALLS ON/S AND HITS GROUND.

Timing:

(B1)

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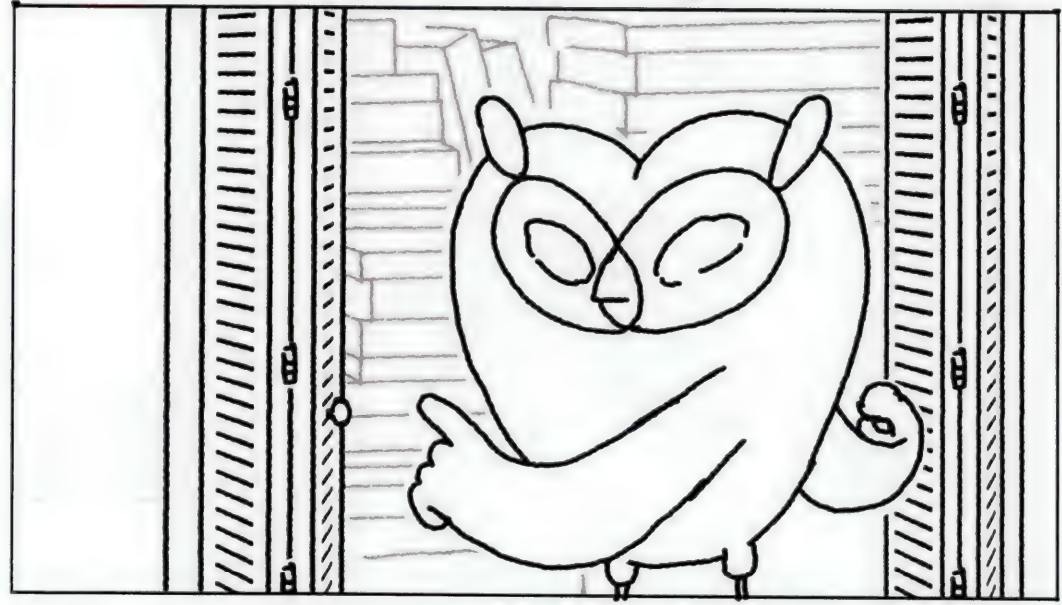


Ho  
Cut

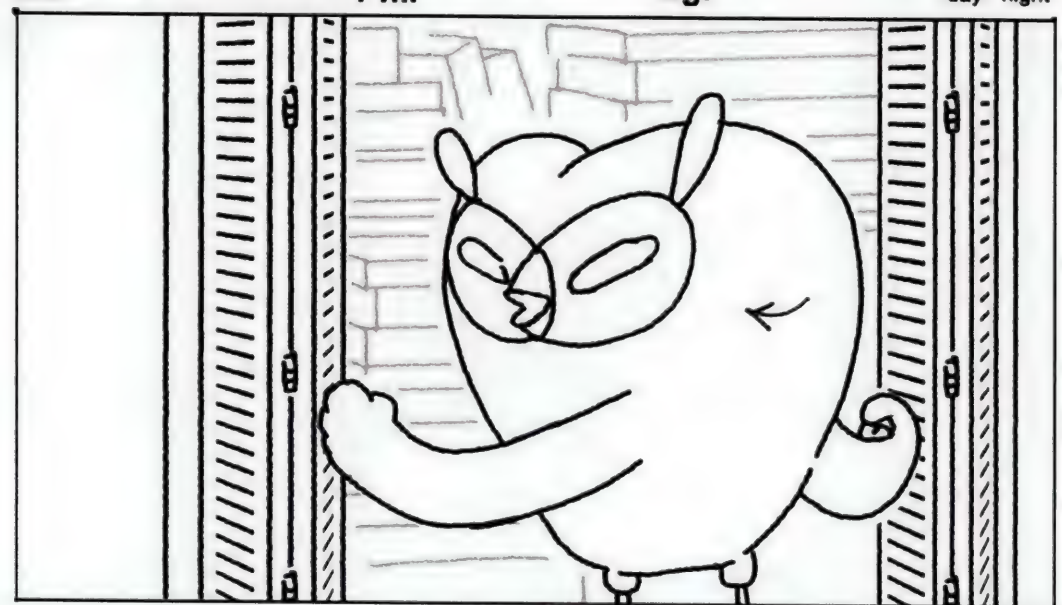
# ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. 12 CONT Pnl. B Bg. day night



Dialog:	<u>CO/</u> SORRY FELLOWS.
Action:	
Timing:	

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Production :

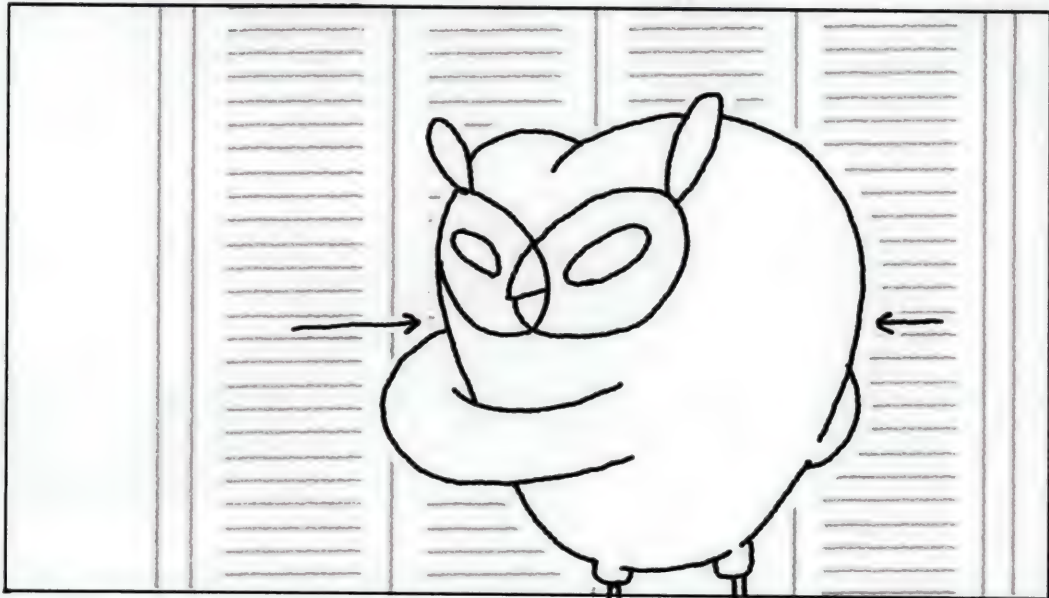


# ADVENTURE TIME



Page 19  
day night

Sc. 12 CONT Pnl. C Bg. day night



Sc. 12 CONT Pnl. D Bg. day night



Dialog:  
CO/ I GOTTA GO MAKE SOME DREAMS COME TRUE.  
SEP 12 2014

Action:  
- C.O.S.M.C OWL SHUTS CLOSET DOOR. - C.O. WALKS OFF/S.

Timing:  
D1 D2



*Cut*

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Production :

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1025/196

1025/196



cut

# ADVENTURE TIME

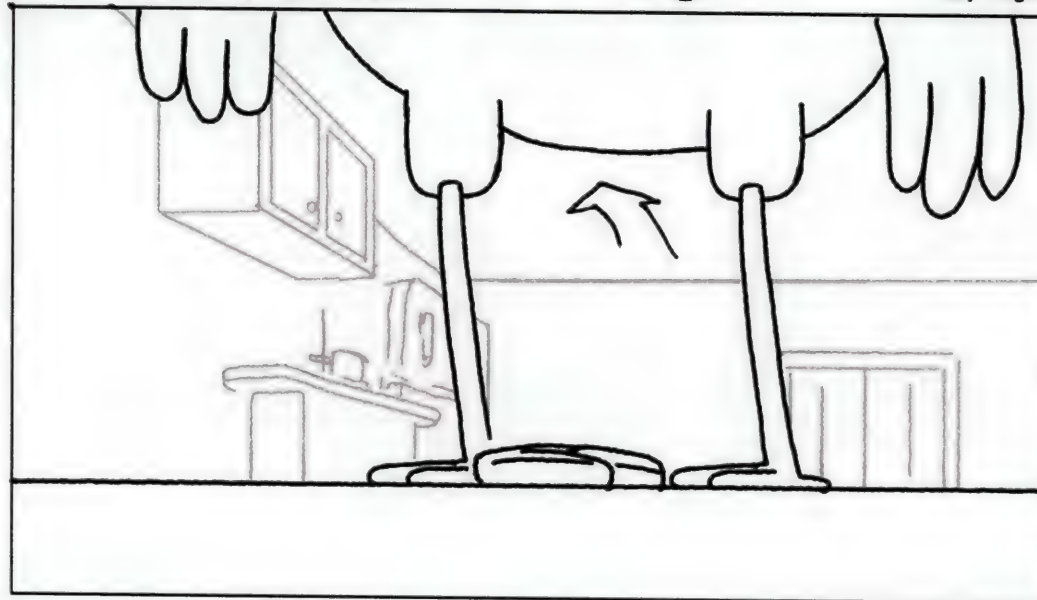


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Sc. 13 Pnl. A Bg. day night



Sc. 13 CONT Pnl. B Bg. day night



Dialog:

Action:

CO walks up to COIN.

Timing:



- CO STOPS.



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# ADVENTURE TIME



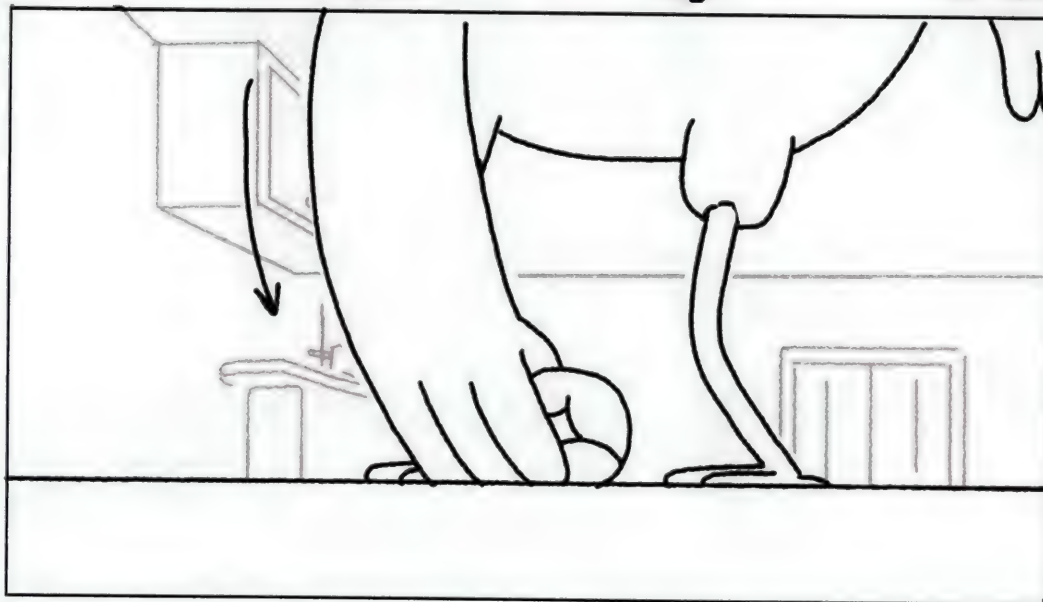
Page 21

Sc.

13 CONT Pnl. C

Bg.

day night

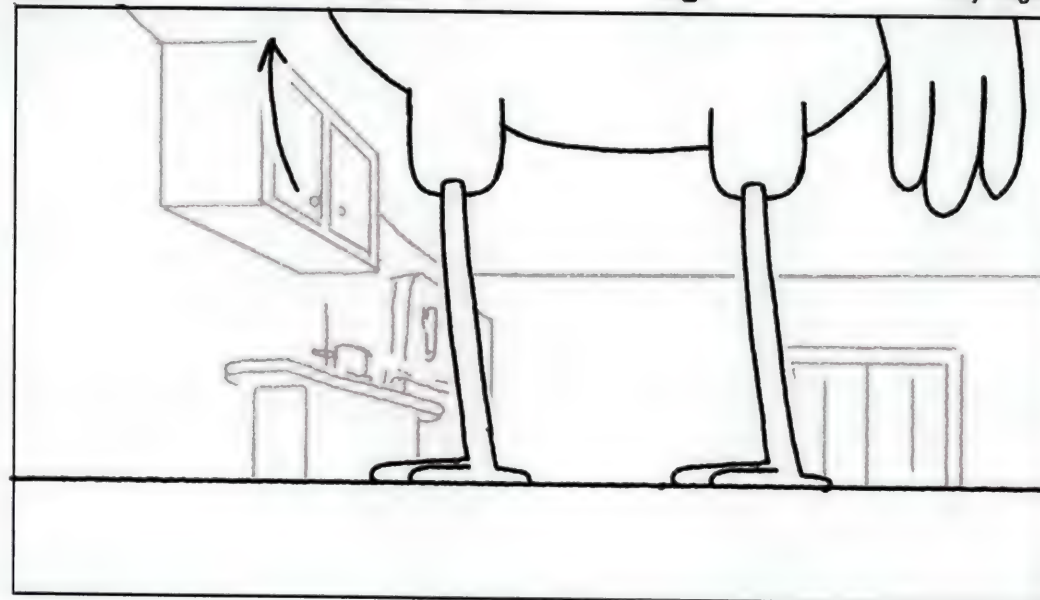


Sc.

13 CONT Pnl. D

Bg.

day night



Dialog:

Action:

-CO Bends DOWN and picks up COIN.

-CO STRAIGHTENS UP.

EP 1 2 2014

Timing:

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Production :

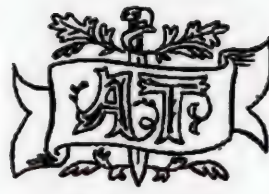
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1025/196

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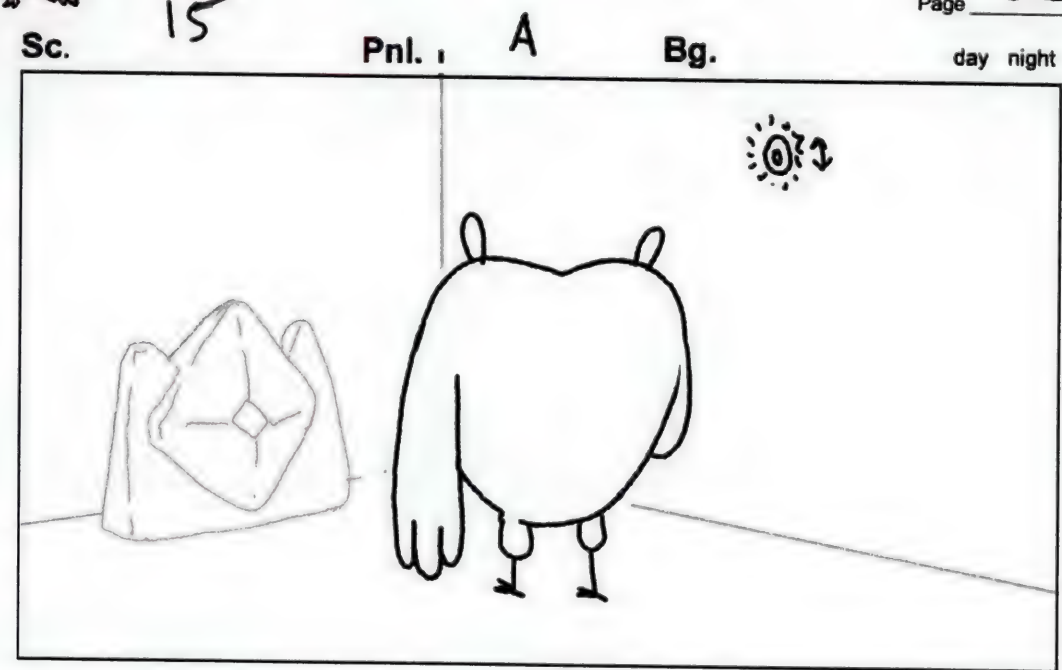
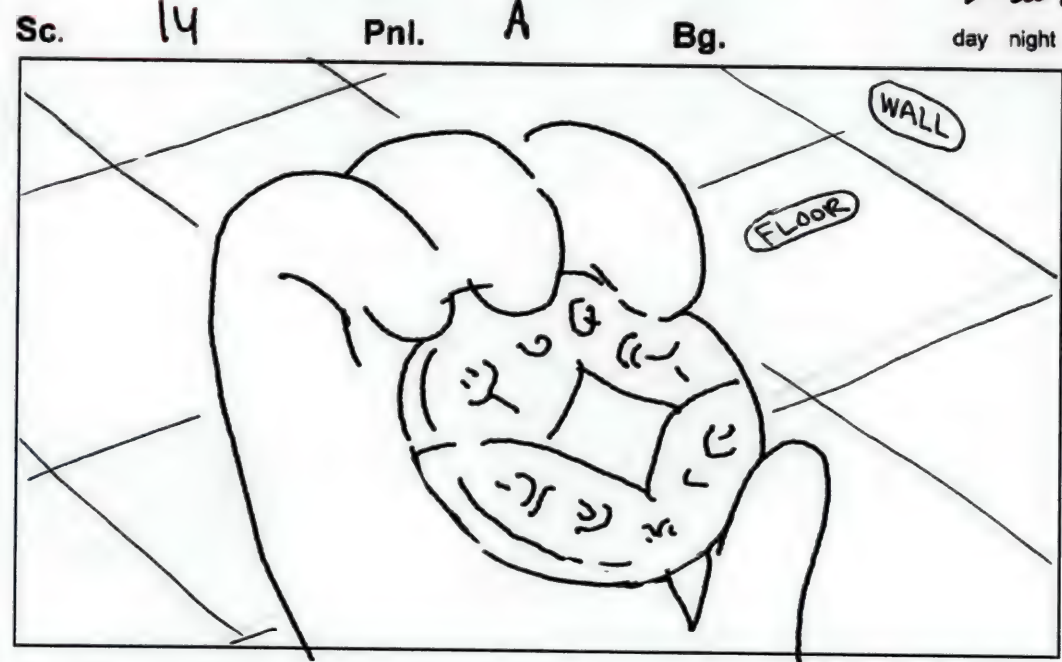


# ADVENTURE TIME



HY CUT

Page 22



Dialog:	(0/5)
CO/ Where are we headed, dream token?	
Action:	- A GLOWING CIRCLE HOVERS UP AND DOWN SLOWLY.
Timing:	EP 18 2014

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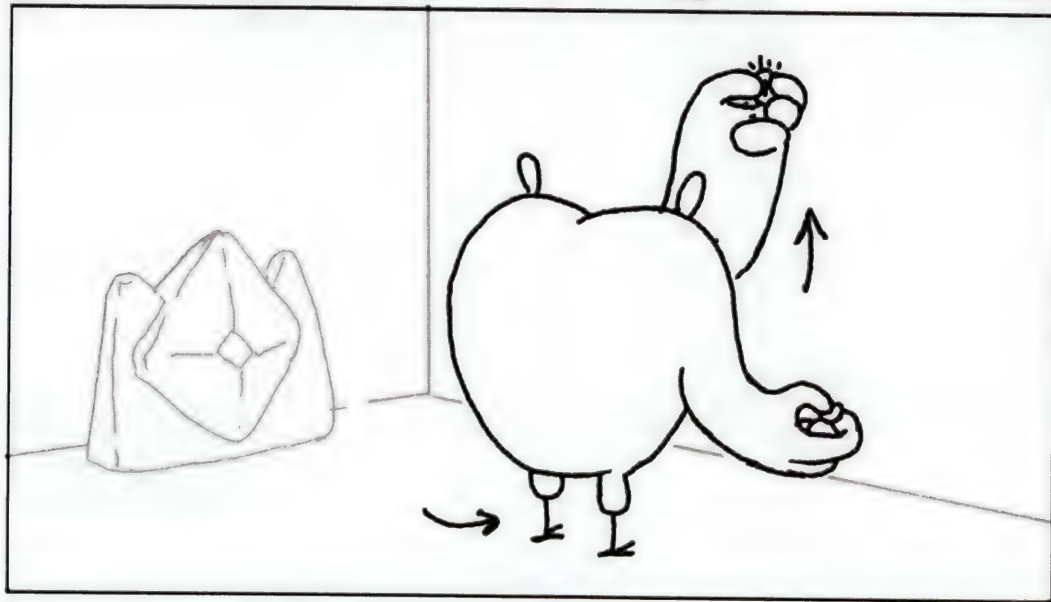
# ADVENTURE TIME



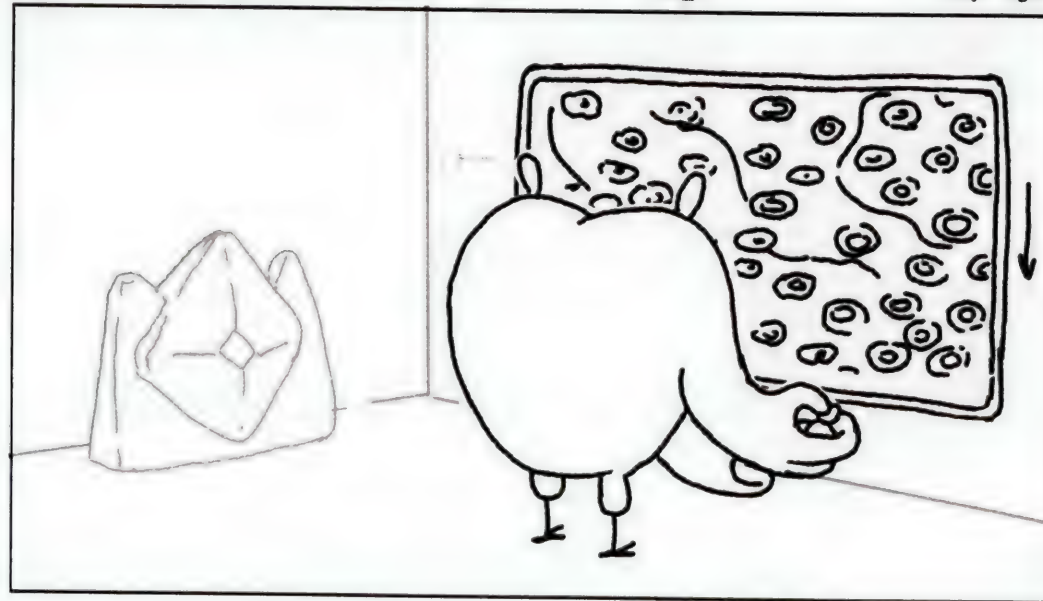
Page 23

HW  
Cut

Sc. 15 cont Pnl. 1 B Bg. day night



Sc. 15 cont Pnl. 1 C Bg. day night



Dialog:

Action: CO REACHES UP AND GRABS THE GLOWING CIRCLET.

Timing:

SFX: \*VMMMM\* SEP 12 2014

CO PULLS DOWN ON THE CIRCLET. IT OPENS LIKE A PROJECTION SCREEN.

EPISODE # 1025-196

1025/196

1025/196

1025/196



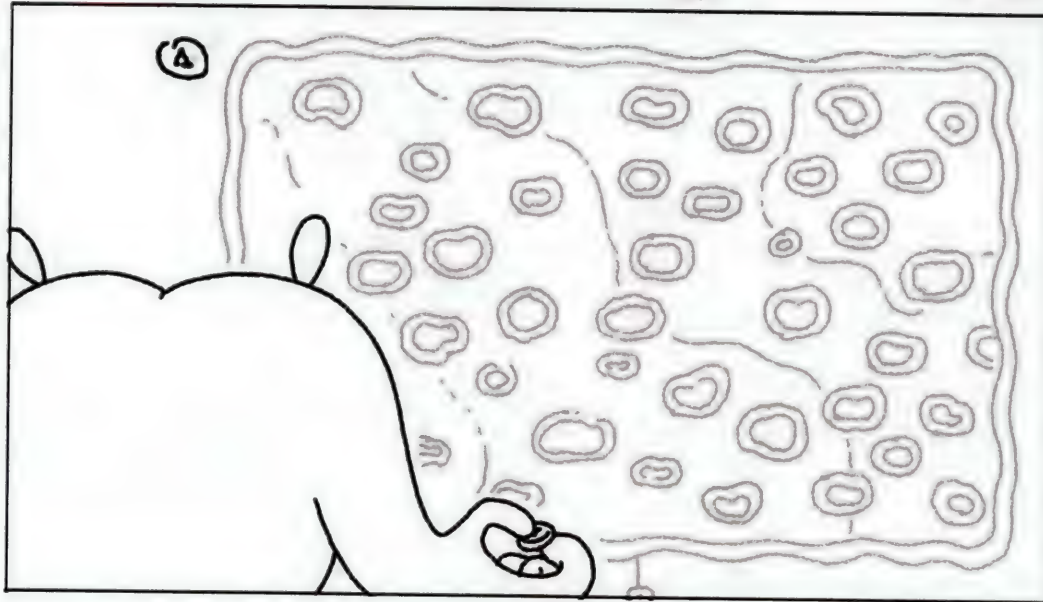
40  
cut

# ADVENTURE TIME

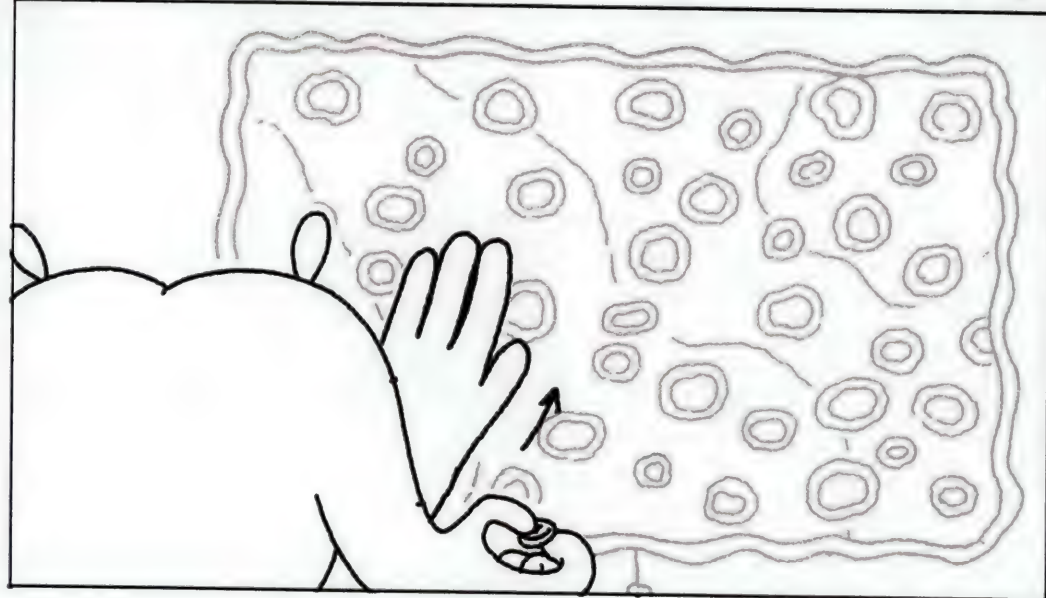


Page 24

Sc. 16 Pnl. A Bg. day night



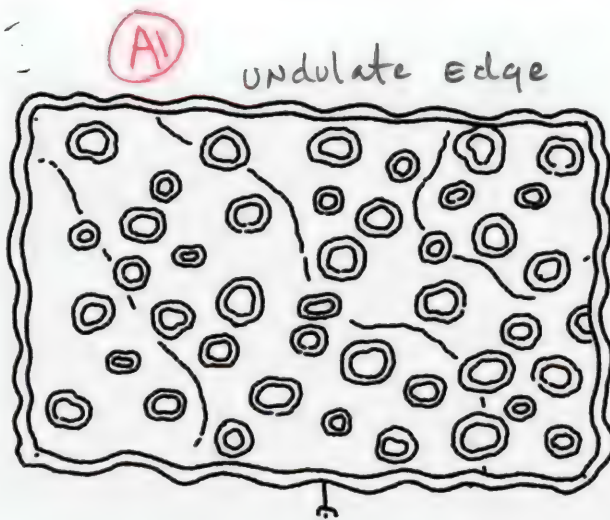
Sc. 16 CONT Pnl. B Bg. day night



Dialog:

Action:  
BORDER of screen WARBLES SLOWLY.  
DREAMS ON SCREEN GROW AND SHRINK SLIGHTLY  
IN A RANDOM PATTERN.

Timing:



- Co places his hand on the screen.

SEP 12 2014

EPISODE # 1025-196

Production :

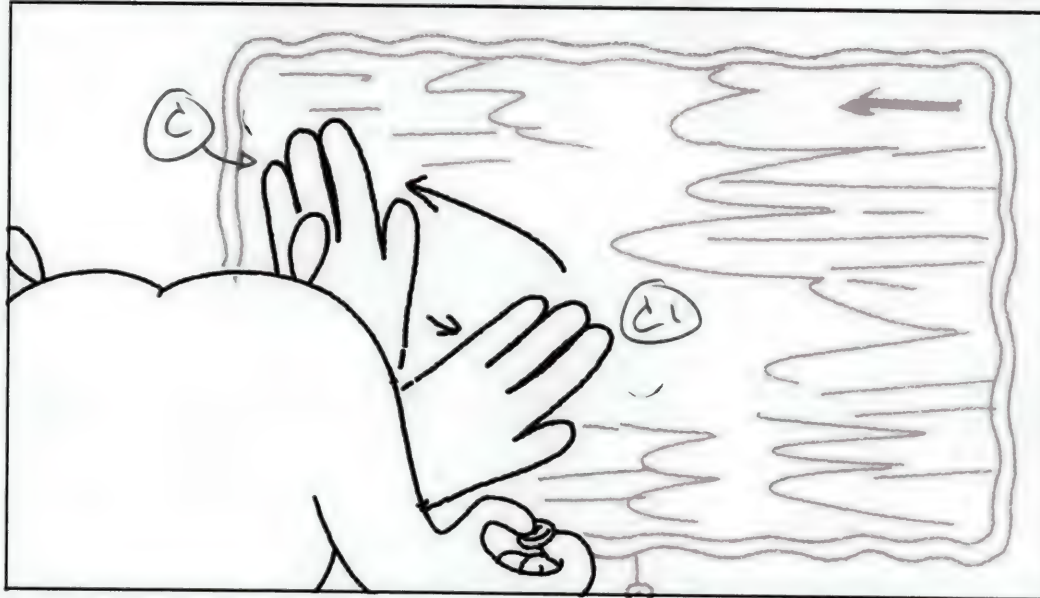


# ADVENTURE TIME

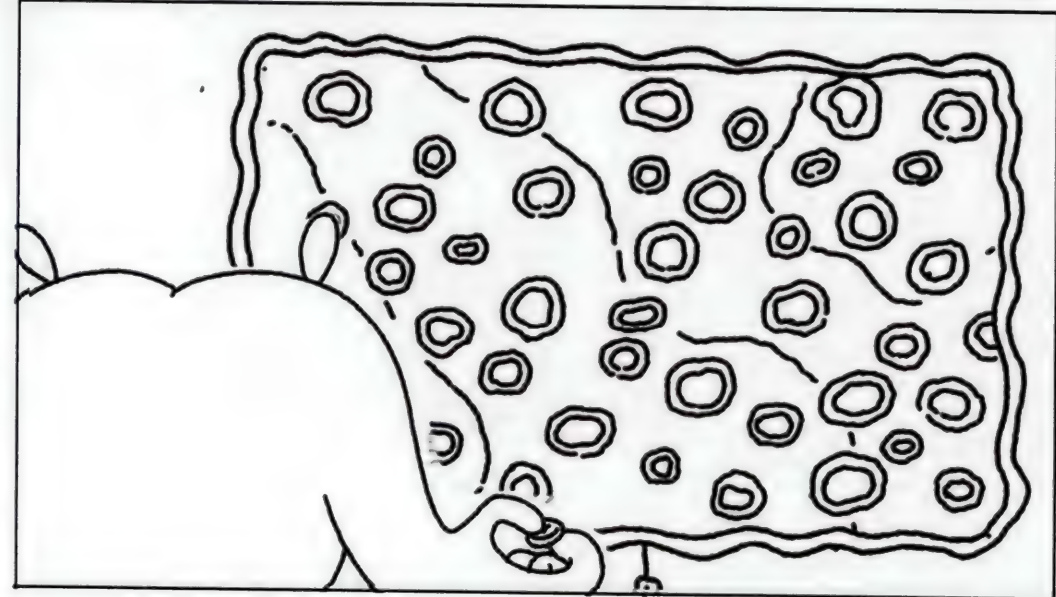


Page 25  
day night

Sc. 16 cont Pnl. C Bg. day night



Sc. 16 cont Pnl. D Bg. day night



Dialog:

Action:

He Flicks HIS WRIST a few times. The Screen moves Really fast to the left.

He stops it with his hand.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

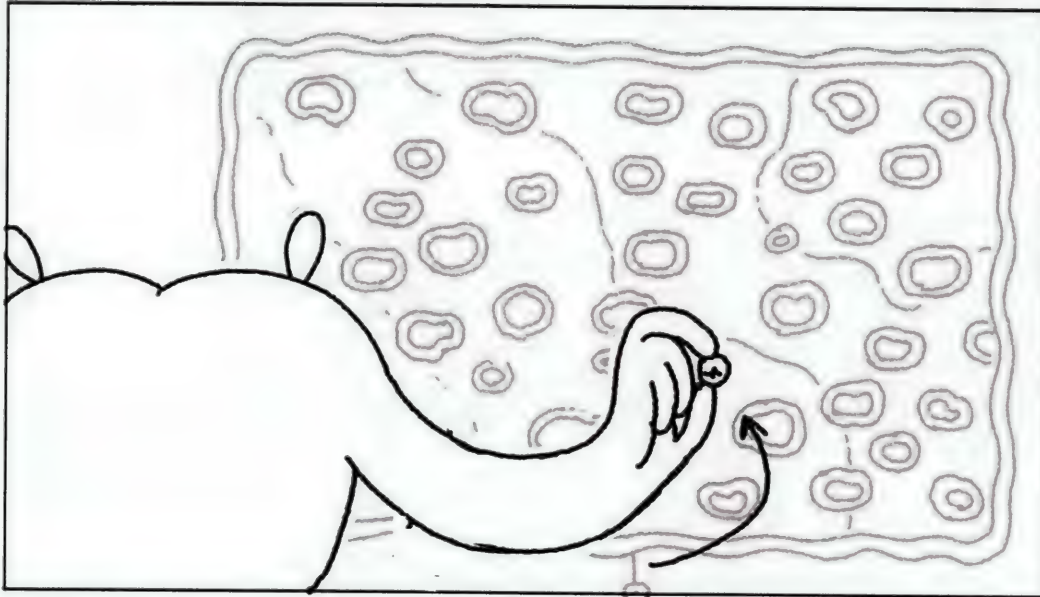
1025/196



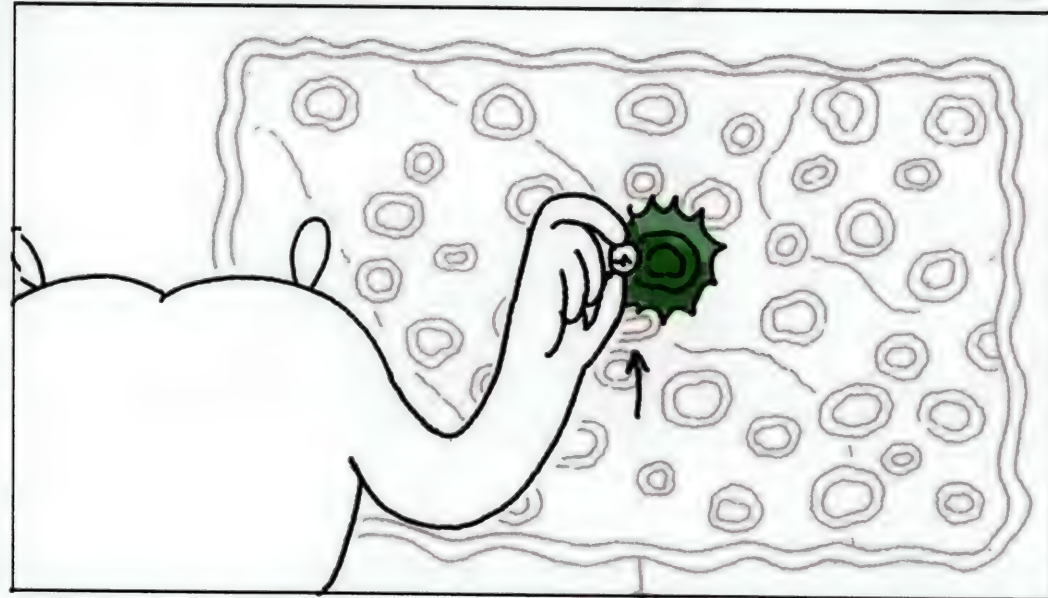
# ADVENTURE TIME



Sc. 16 cont Pnl. E Bg. day night



Sc. 16 cont Pnl. F Bg. day night



Dialog:

SEP 12 2014

Action:

- C.O. HOLDS UP COIN.

- one Dream starts to Glow and pulse when CO waves coin over it.

Timing:

EPISODE # 1025-196

Production :

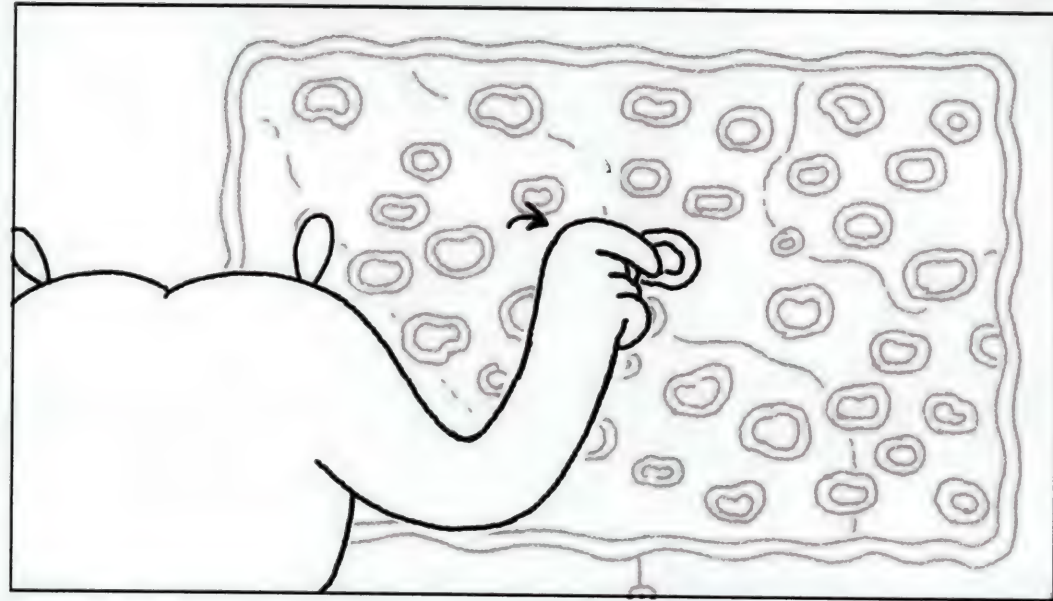


# ADVENTURE TIME

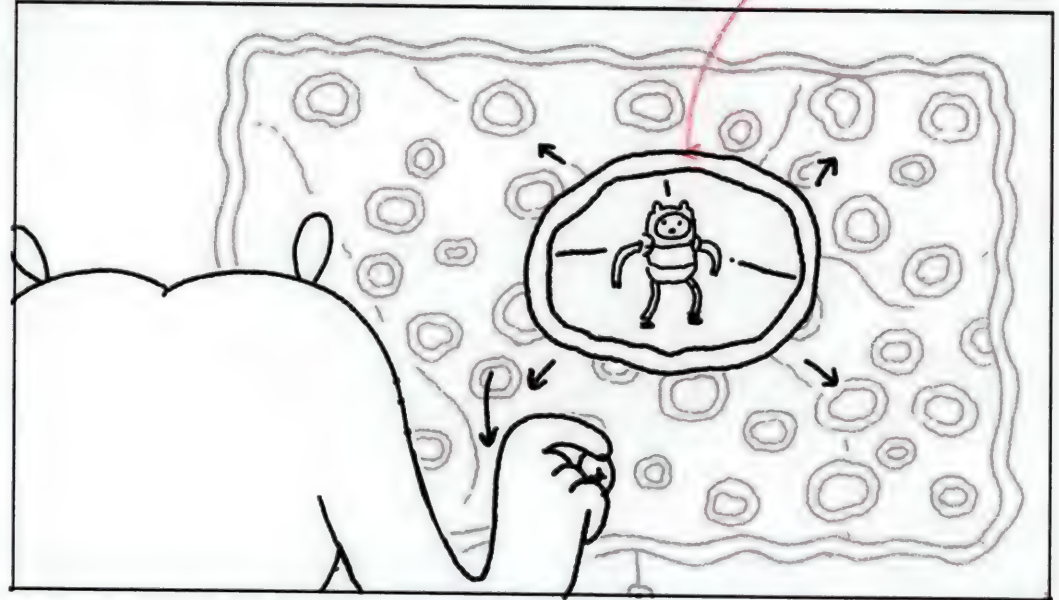


Page 27

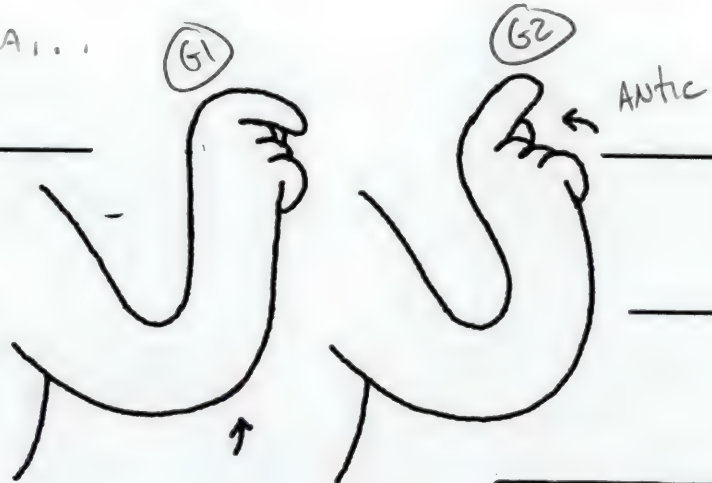
Sc. 16 CONT Pnl. G Bg. day night



Sc. 16 CONT Pnl. H Bg. day night



Dialog:	C.O.: A-HA...
Action:	CO TAPS GLOWING DREAM.
Timing:	DREAM expands revealing Finn.



EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

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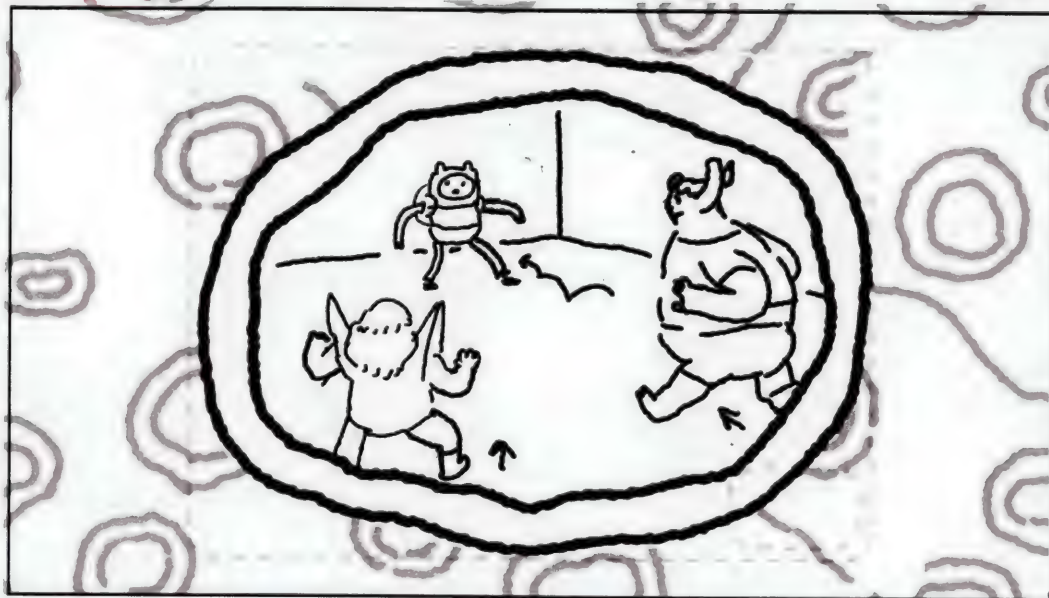


# ADVENTURE TIME

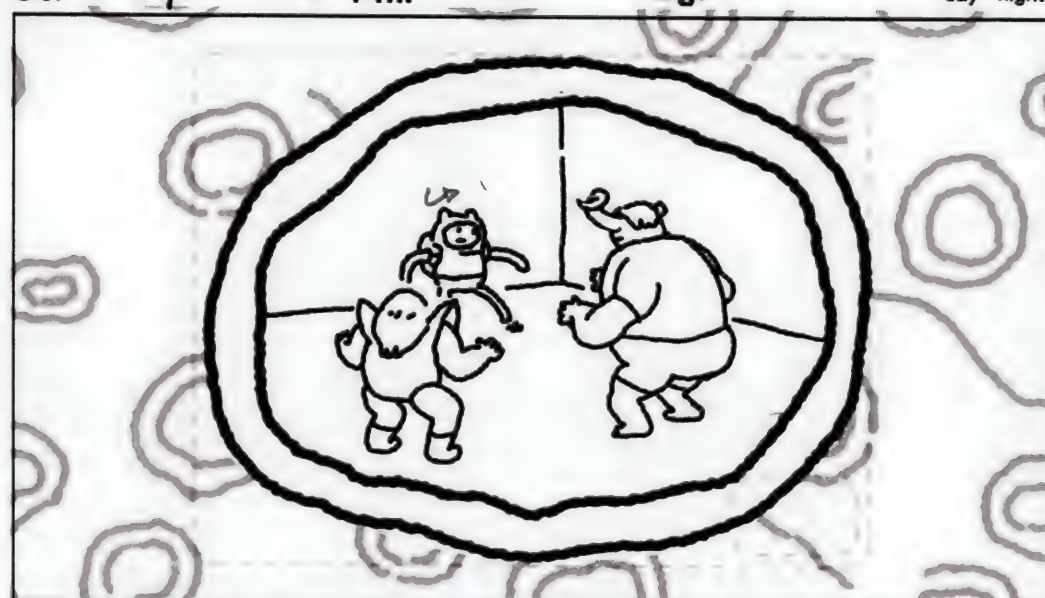


Page 28

Sc. 17 Pnl. A Bg. day night



Sc. 17 CONT Pnl. B Bg. day night



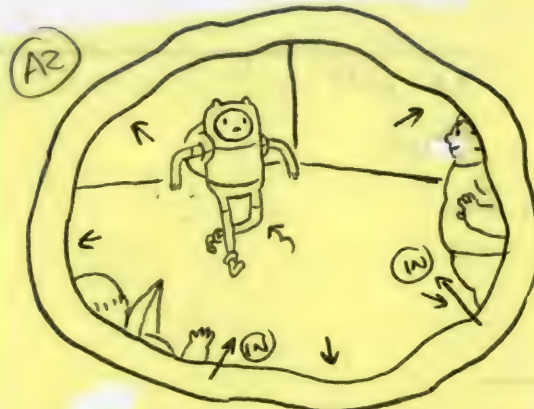
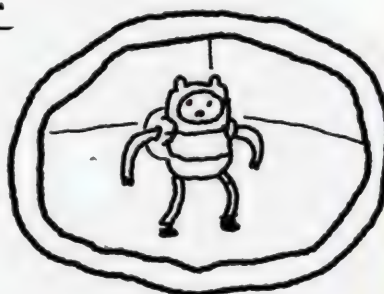
Dialog:

CO (o.s.)/ Ah Finn again.

Action: FINN BACKS UP AS HE IS CORNERED BY MARTIN AND THE SWEET PEA.

Timing:

(A1)



- they aggressively threaten Finn.

(B1)



(B2)



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1025/196

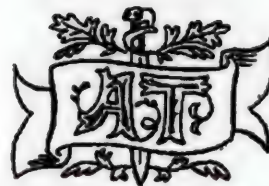
EPISODE # 1025-196

1025/196

1025/196



# ADVENTURE TIME

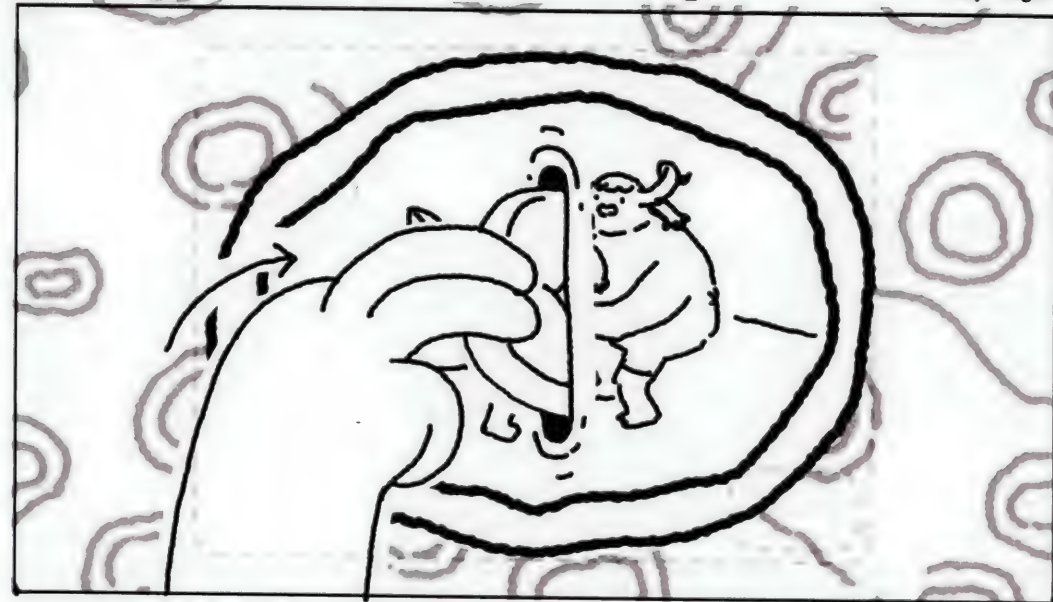


Page 29

Sc. 17 CONT Pnl. C Bg. day night



Sc. 17 CONT Pnl. D Bg. day night



Ho Cut

EPISODE# 1025-196

Dialog:

MARTIN  
FINN / LAUGHTER.

SFX: \* K-CHUNK \*

SEP 12 2014

Action: They all start hugging and slapping each other on the back.

CO BRINGS COIN IN RUNES START

Timing: to GLOW & PULSE.

- CO INSERTS COIN INTO THE DREAM



ARMS UP TO PAT (C1)

ARMS DOWN TO PAT (C2)



1025/196

1025/196

1025/196

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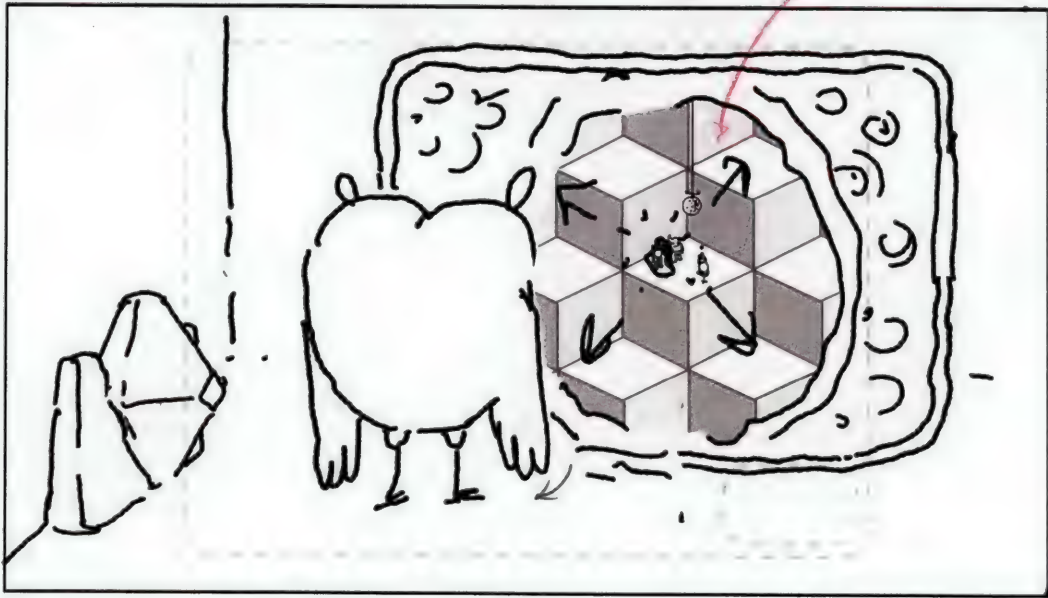


AV  
CXX

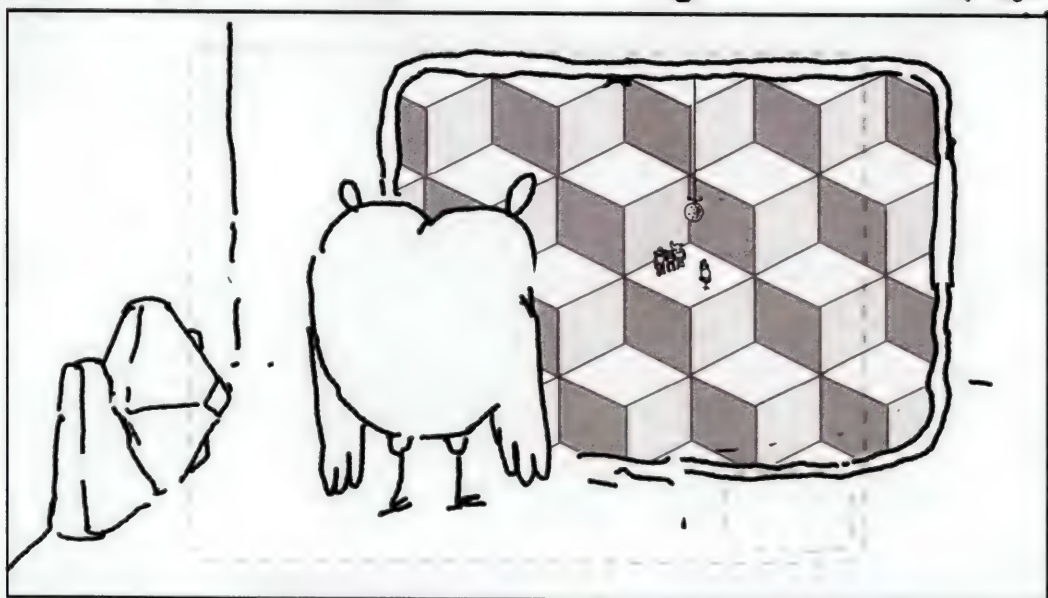
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 18 CONT Pnl. B Bg. day night



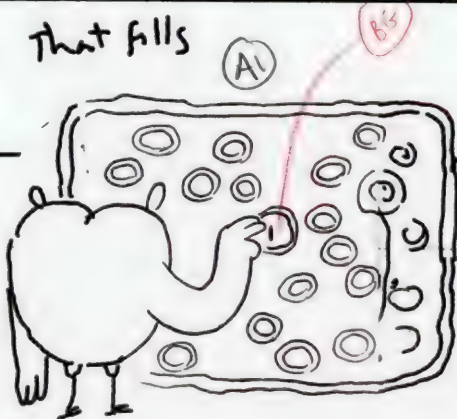
Dialog:

Action: - DREAM EXPLODES INTO A PORTAL THAT FILLS THE ENTIRE SCREEN.

Timing:

(A) (B6)

(B1) Antic

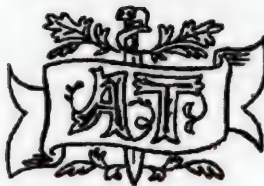


EPISODE # 1025-196

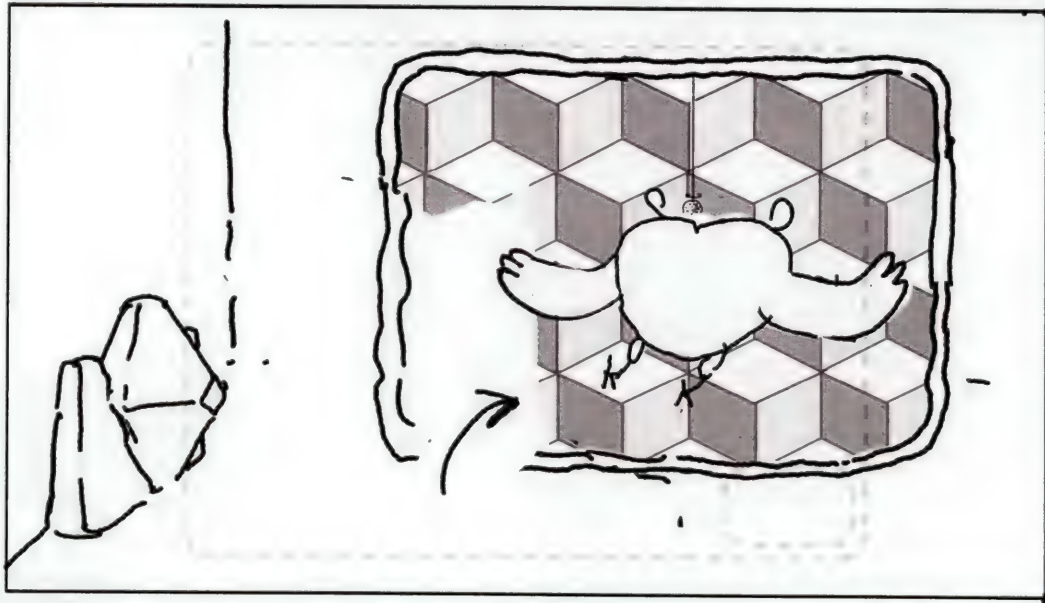
Production :



# ADVENTURE TIME

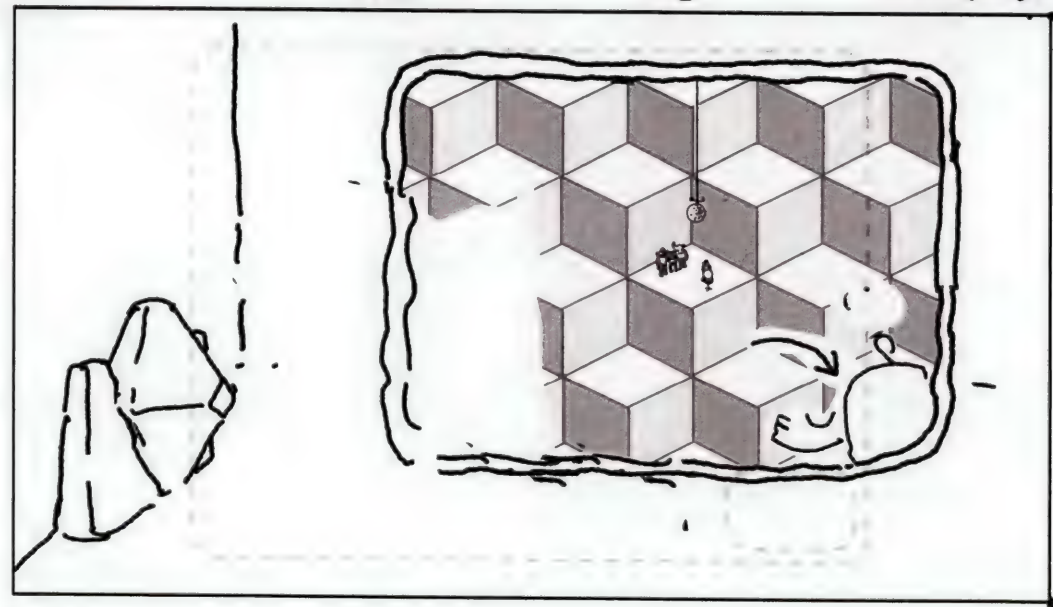


Sc. 18 *CONT* Pnl. C Bg. day night



Sc. 18 *CONT* Pnl. D Bg. day night

Page 31  
*31A NEXT*  
day night *HW CUT*



Dialog:
Action: <i>CO FLIES INTO PORTAL.</i>
Timing:

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Production :

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# ADVENTURE TIME

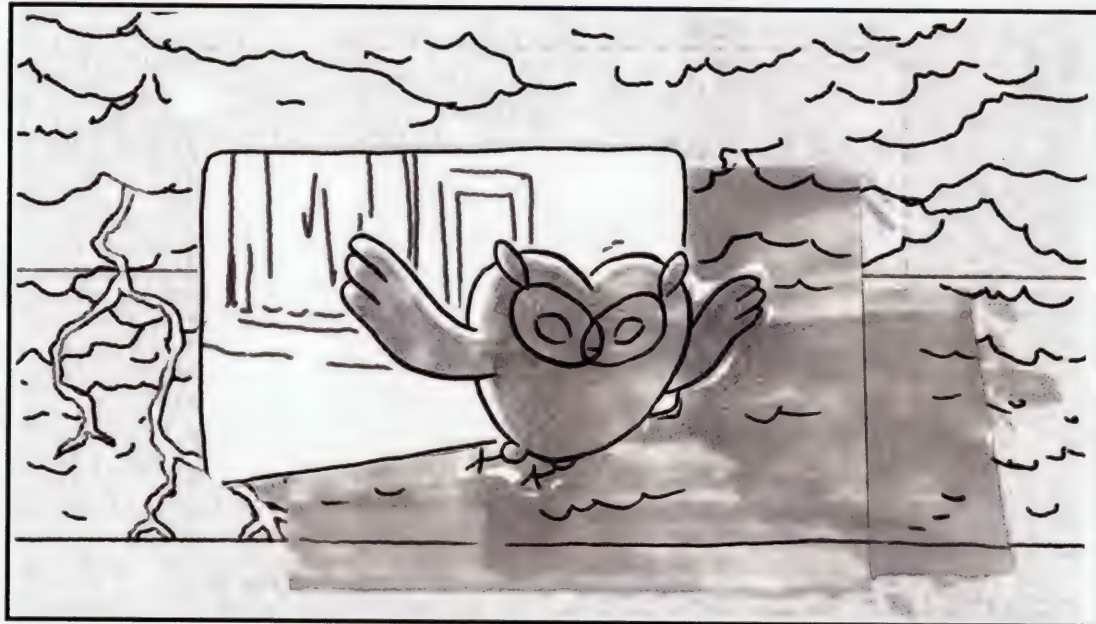


Sc. 19

Pnl. A

Bg.

day night



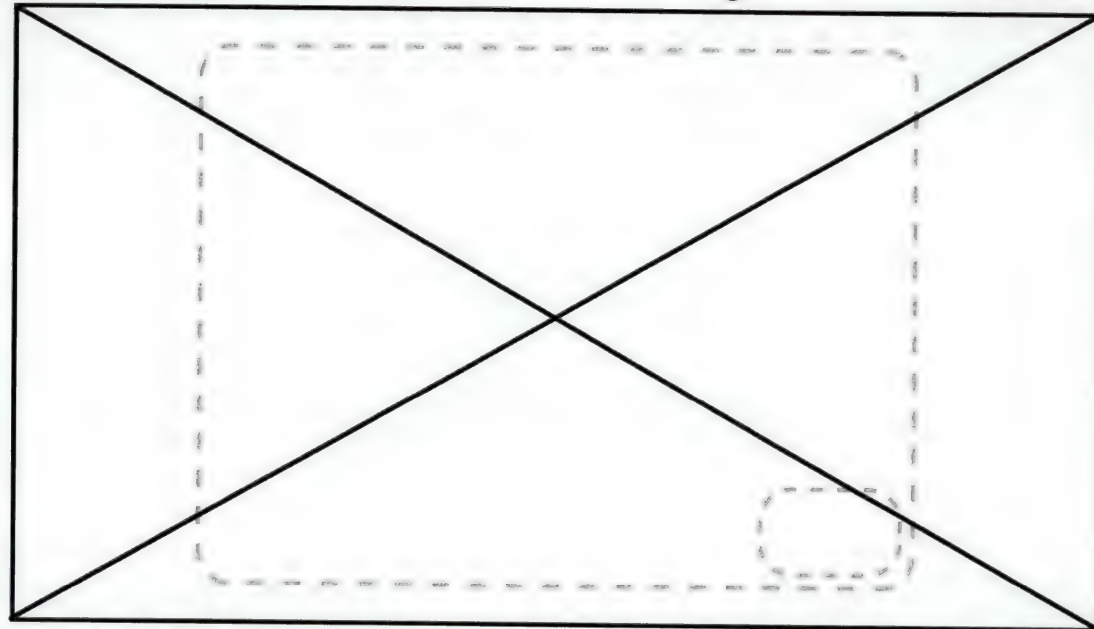
Sc.

Pnl.

Bg.

Page 31A

32 NEXT  
day night



Dialog:

Action:

Timing:

SEP 12 2014

EPISODE # 1025-196

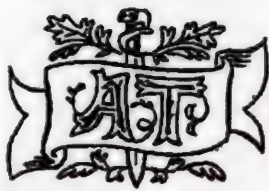
Production:

1025/196

1025/196

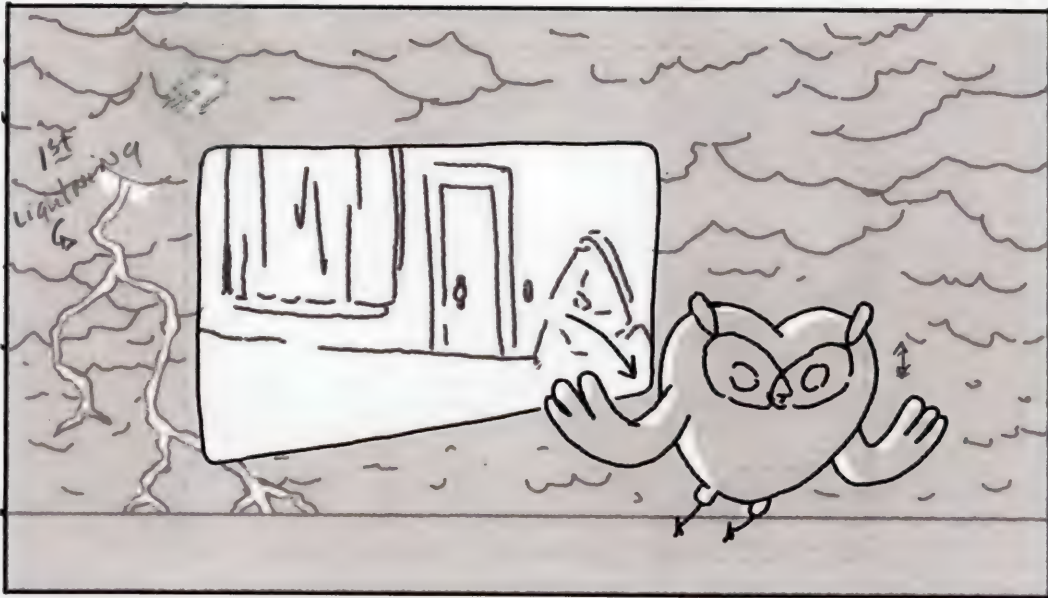


# ADVENTURE TIME

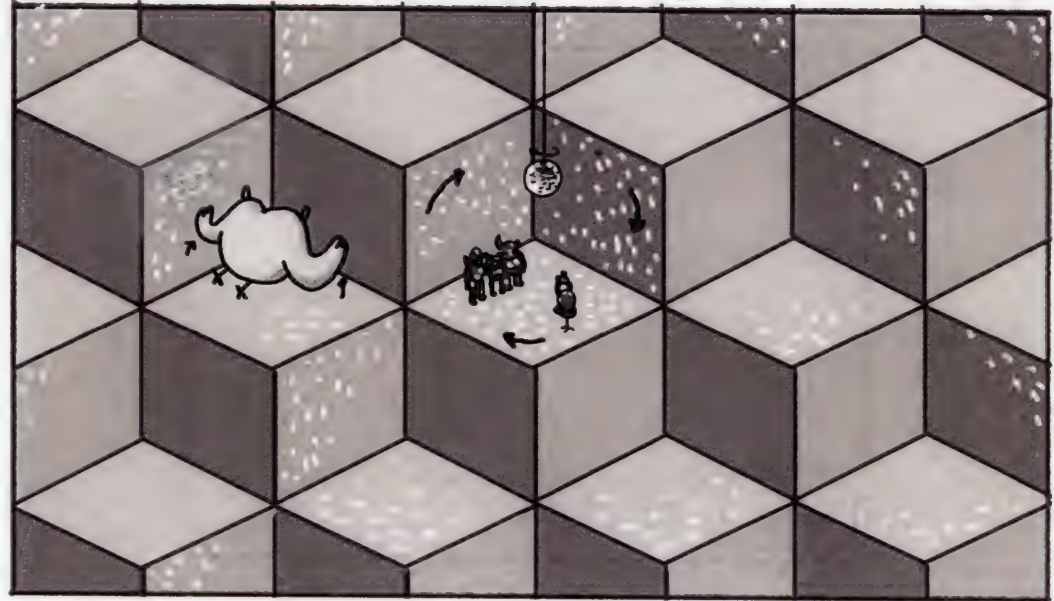


Page 32

Sc. 19 cont Pnl. B Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:

FWD d INTO Haver

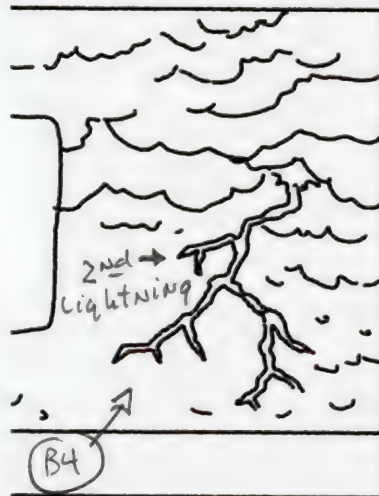
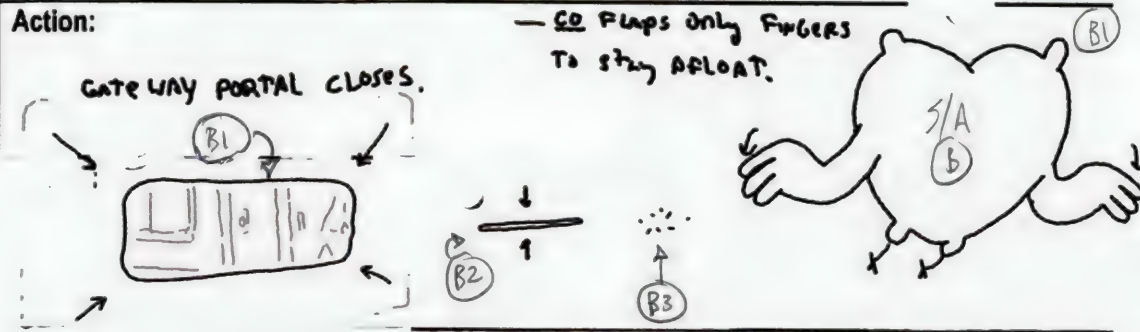
- DARK CLOUDS BEHIND PORTAL.  
LIGHTNING GOES OFF.

SEP 12 2014

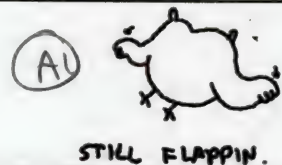
Action:

GATEWAY PORTAL CLOSES.

- GO Flaps Only Fingers  
To stay AFLOAT.



- LIGHTS Reflect off of DISCO BALL  
onto WALLS SWIRLING AROUND.



STILL FLAPPIN.

EPISODE # 1025-196

Production :

1025/196

1025/196

Hwy  
cut

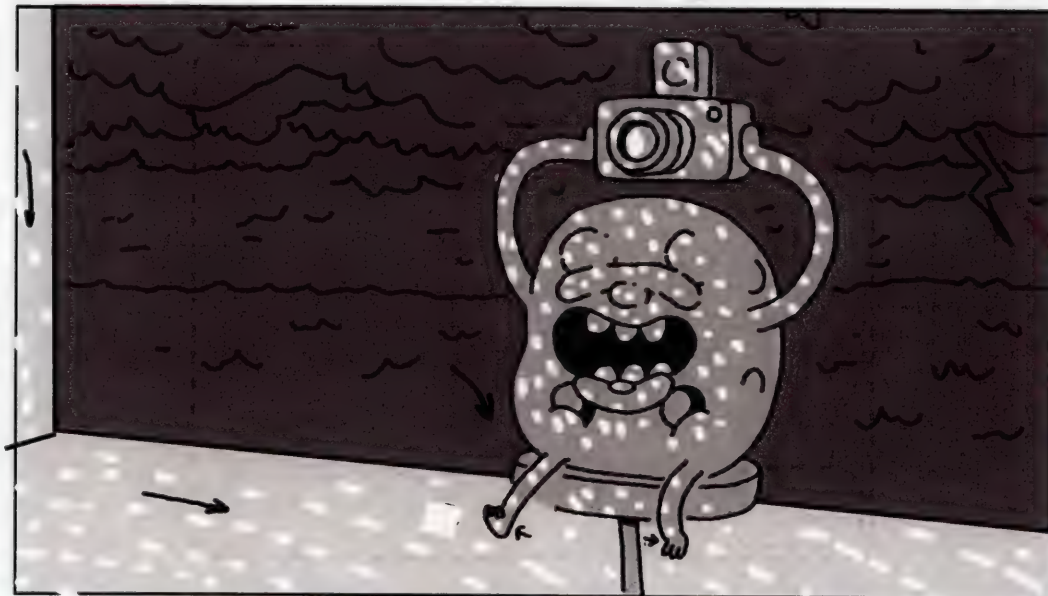


# ADVENTURE TIME

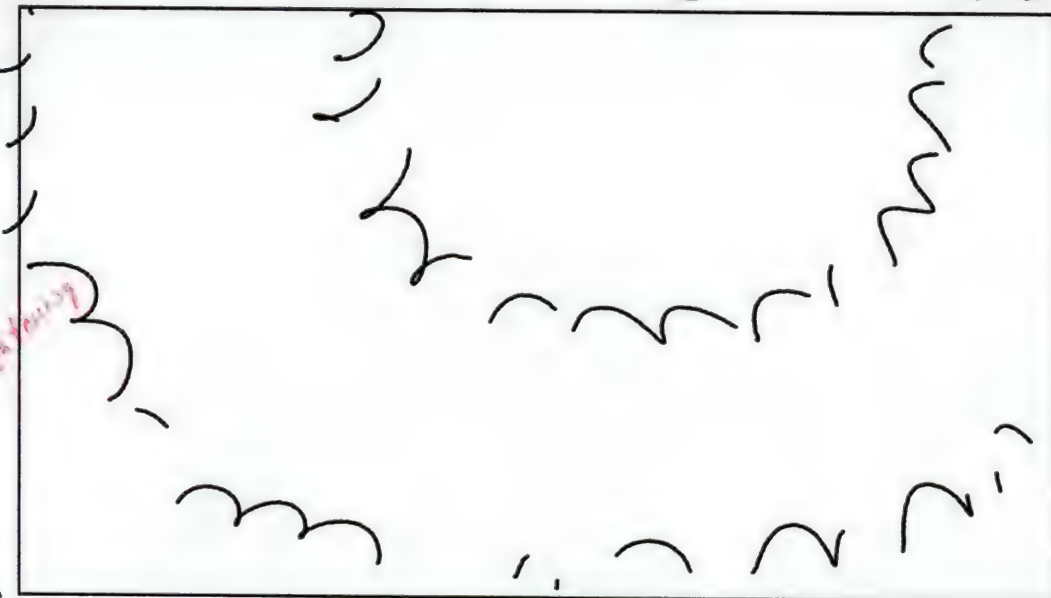


Page 33

Sc. 21 Pnl. A Bg. day night



Sc. 21 CONT Pnl. B Bg. day night



Dialog:

Jake/ say CHEESE.

SFX: FWASH

Action:

- JAKE KICKS HIS FEET.  
- DISCO LIGHTS PLAY ACROSS THE WAVES AND CHARACTERS FOR MOST OF THE DREAM.

FLASH BULB GOES OFF FILLING SCREEN WITH WHITE.

Timing:



SEP 12 2014

Production :

EPISODE# 1025-196

1025/196

1025/196



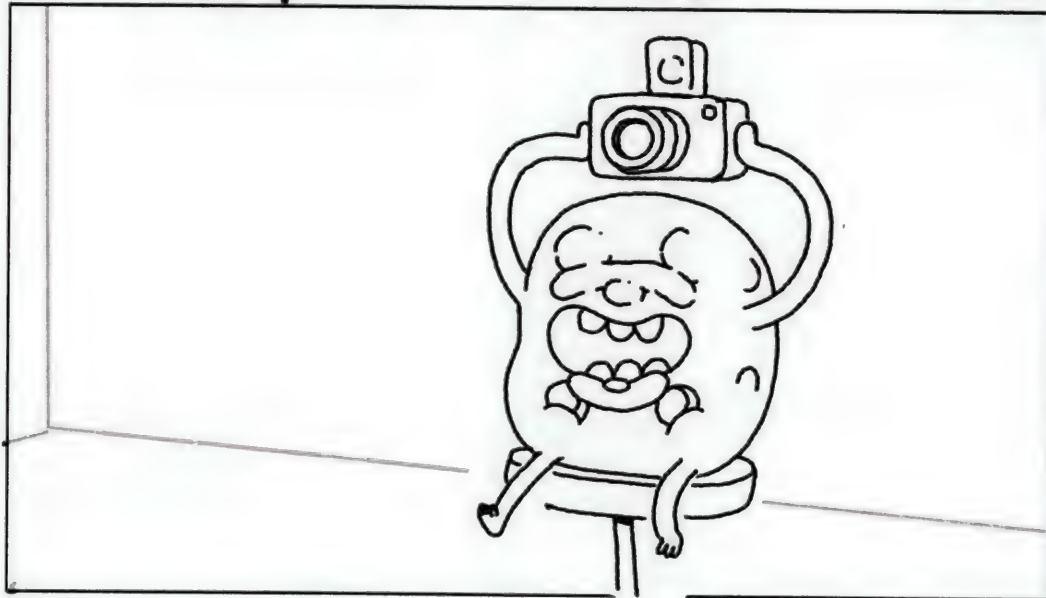
# ADVENTURE TIME



*HW  
Cut*

Page 34

Sc. 21 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: FADES BACK FROM WHITE.

Timing:

EPISODE # 1025-196

SEP 12 2014

1025/196

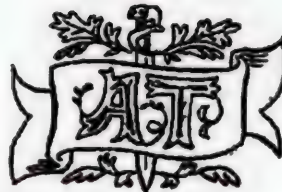
1025/196

1025/196

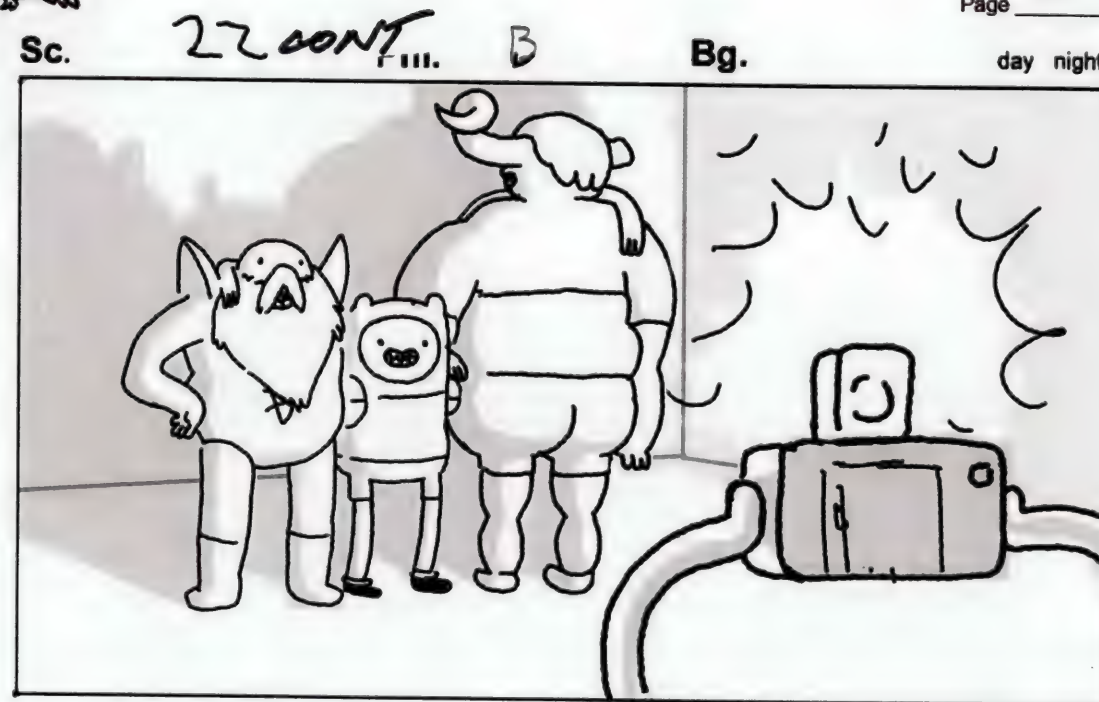
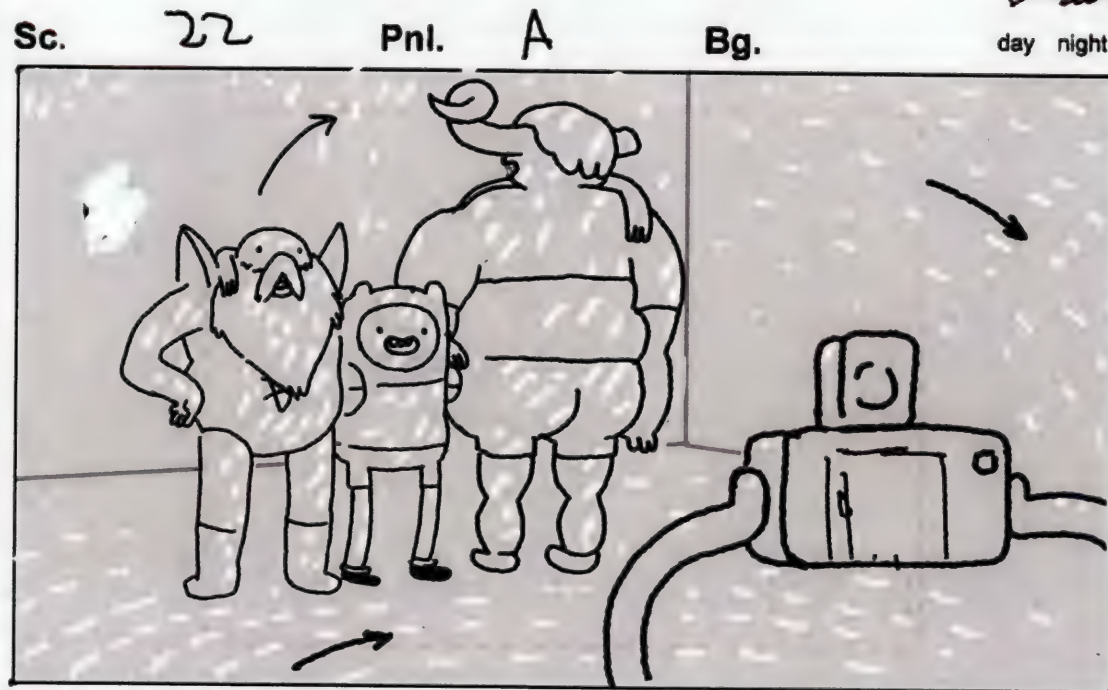


Ho  
Cut

# ADVENTURE TIME



Page 35



Dialog:

MARTIN  
FINN : CHEESE!

Action:

Timing:



sfx/\*FWASH\* \*

- CAMERA FLASHES.

SEP 12 2014

EPISODE # 1025-196

Production :

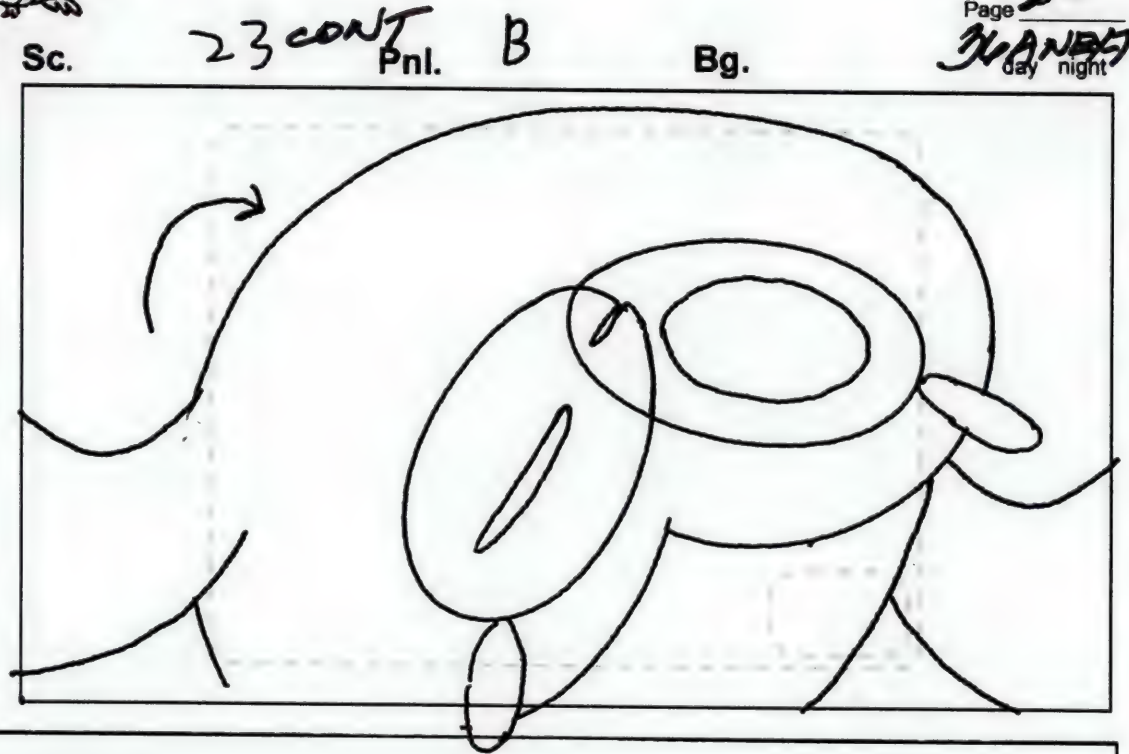
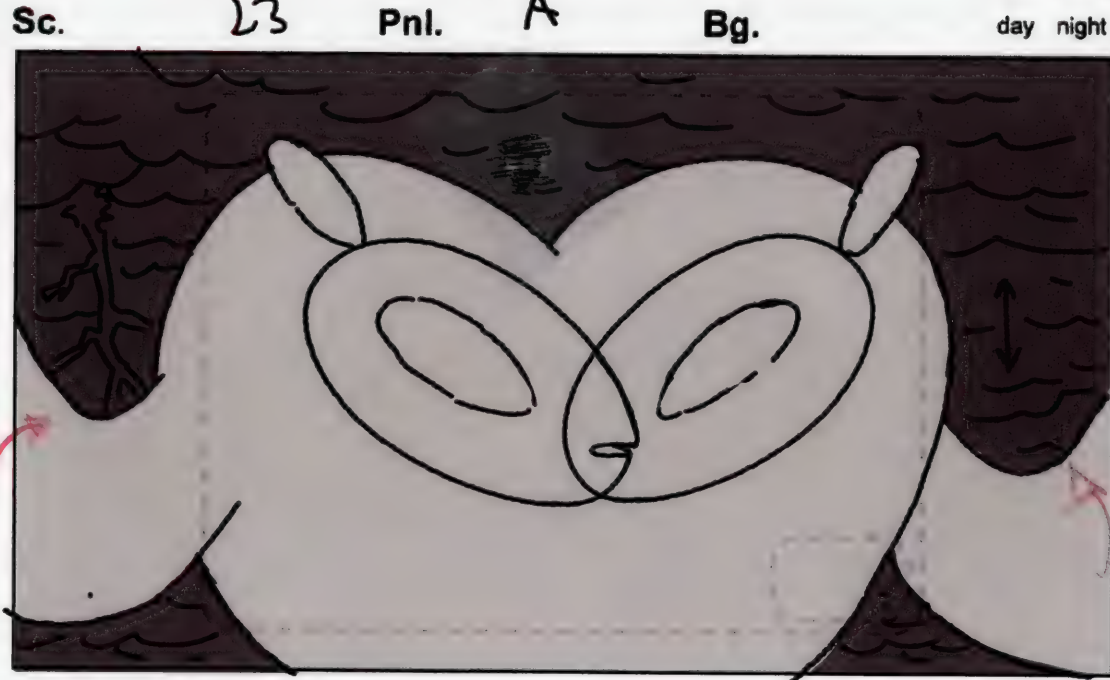
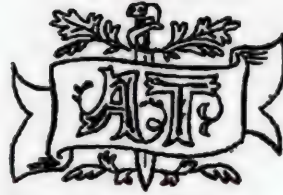
1025/196

1025/196

Cut



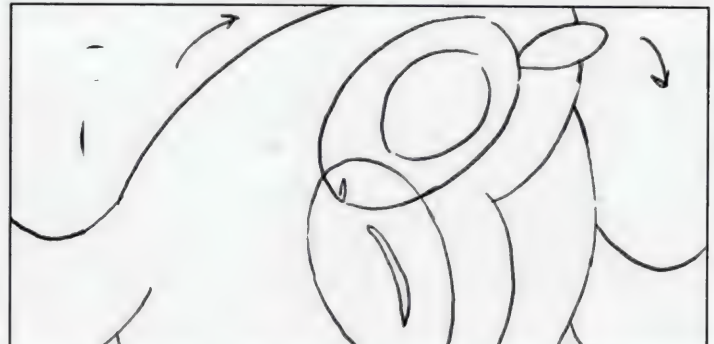

ADVENTURE TIME



Dialog:   (A1) wings DOWN C.O. Hoo

Action: - CO HONGERS (A2) (A3) CO Does THAT NECK THING OWLS DO,

Timin



SEP 12 2014

Cut

Cut



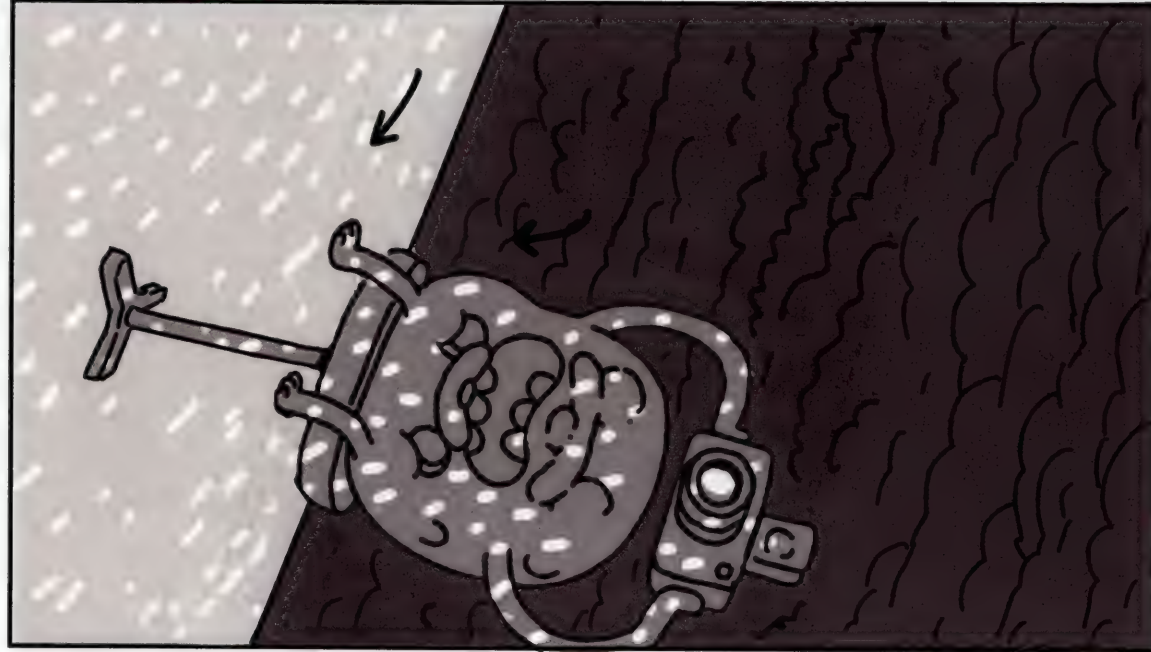
1025/196

Sc. 24

Pnl. A

Bg.

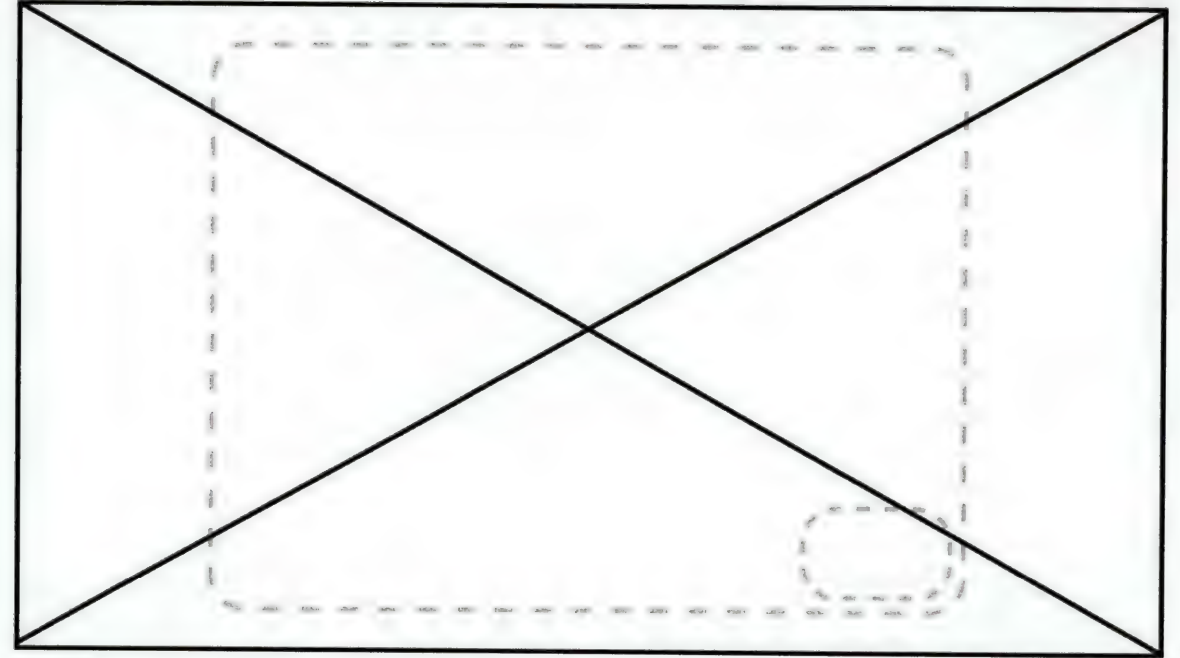
day night



Sc.

Pnl.

Bg.



Page 36A  
37 NEXT  
day night

Dialog:

Action:

Timing:

SEP 12 2014

1025/196

EPISODE # 1025-196  
1025/196

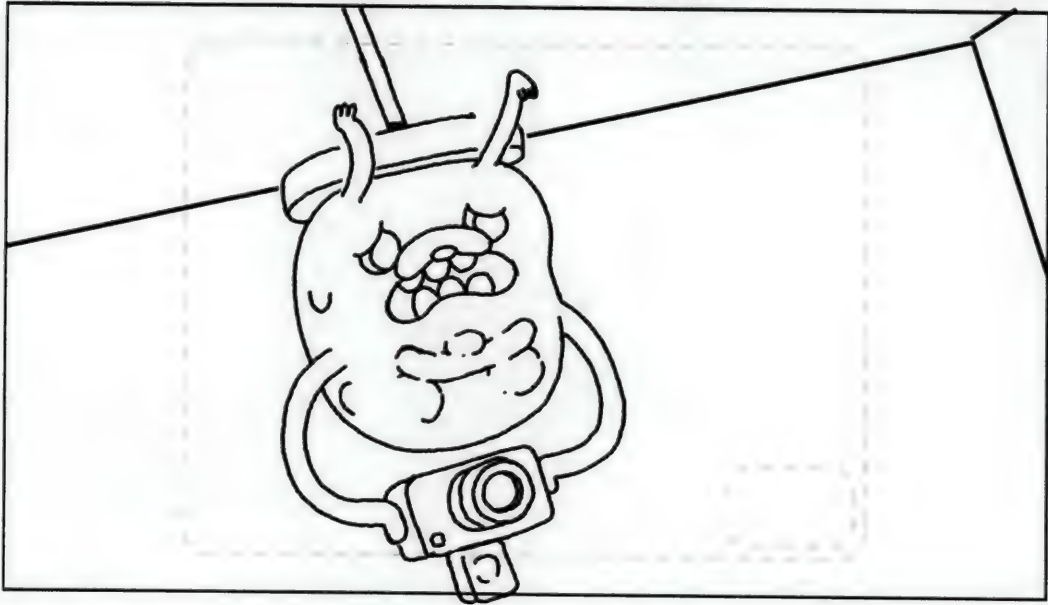
Production:



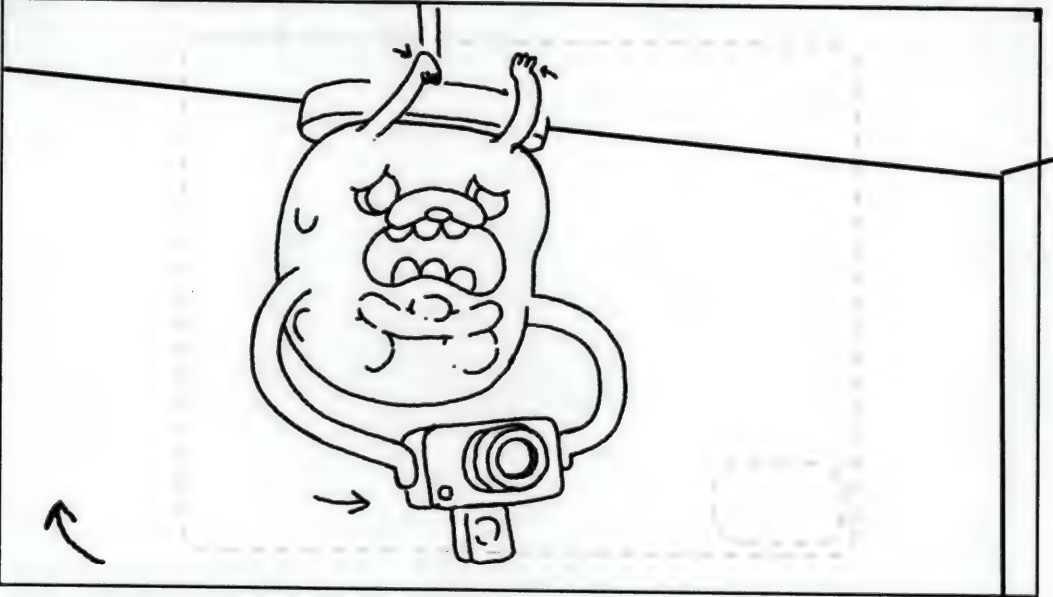
ADVENTURE TIME



Sc. 24 ~~cont~~ Pnl. B Bg. day night



Sc. 24 ~~cont~~ Pnl. C Bg. day night



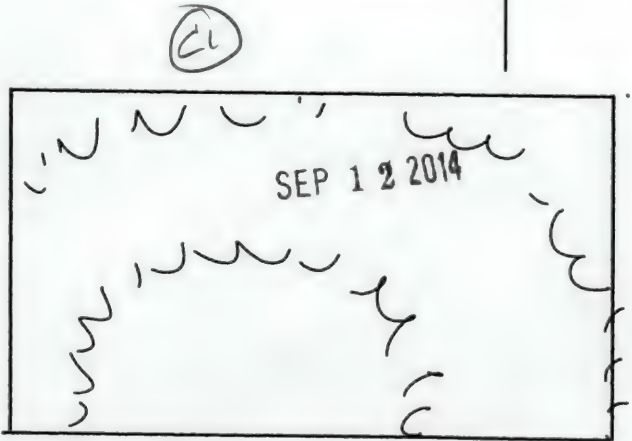
Cut

EPISODE # 1025-196

Dialog:  
  
(SAD)  
J/ GOODBYE

Action:  
- C.O. Pov  
  
upside down Jake is  
Revealed to Be Sad,

Timing:



FWASH.

1025/196

1025/196

1025/196

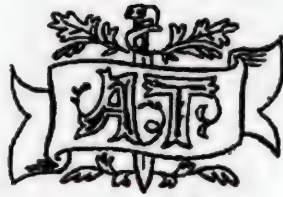
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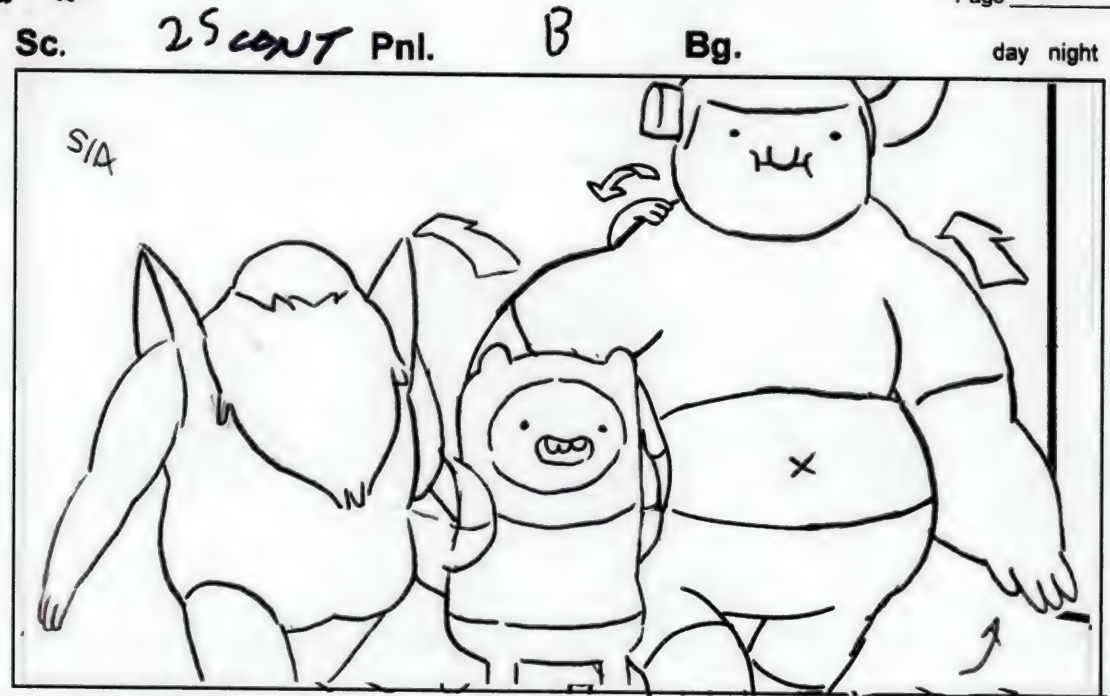
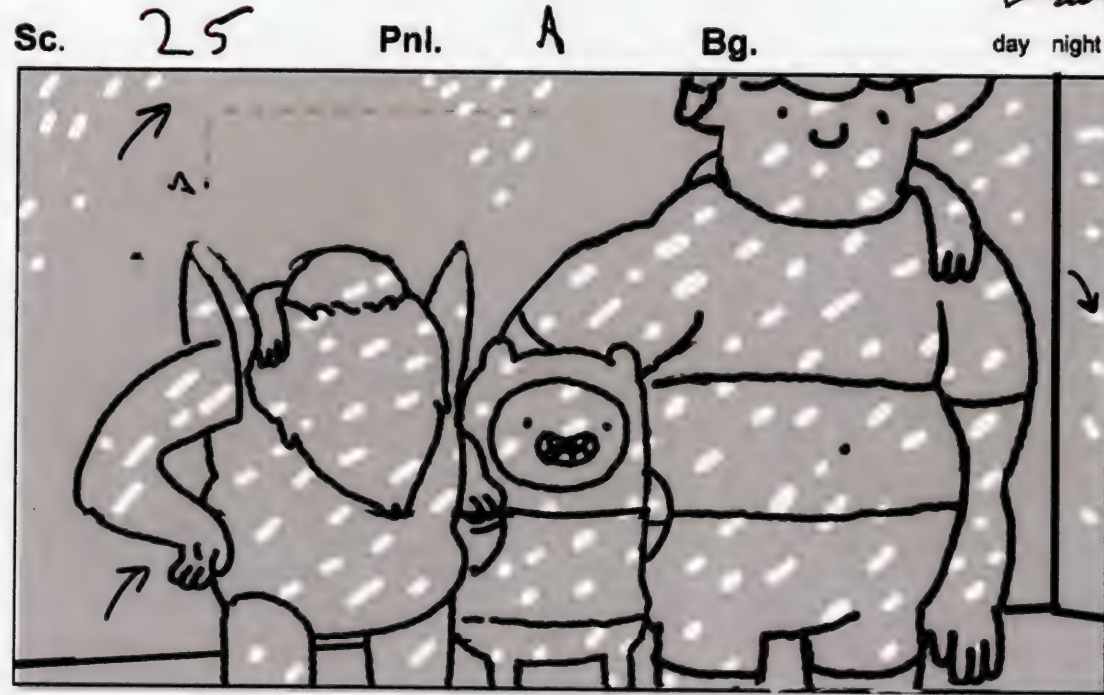
1025/196

Cut

# ADVENTURE TIME



Page 38



Dialog:

FINN: HELLOOOO.

B.

Action:

- SWEET P HAS NO MOUTH.

Timing:

- SLOW TRUCK OUT.  
MARTIN & SWEET P WALK AWAY.  
WALK STARTS TO MOVE AWAY WITH THEM.

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EPISODE # 1025-196

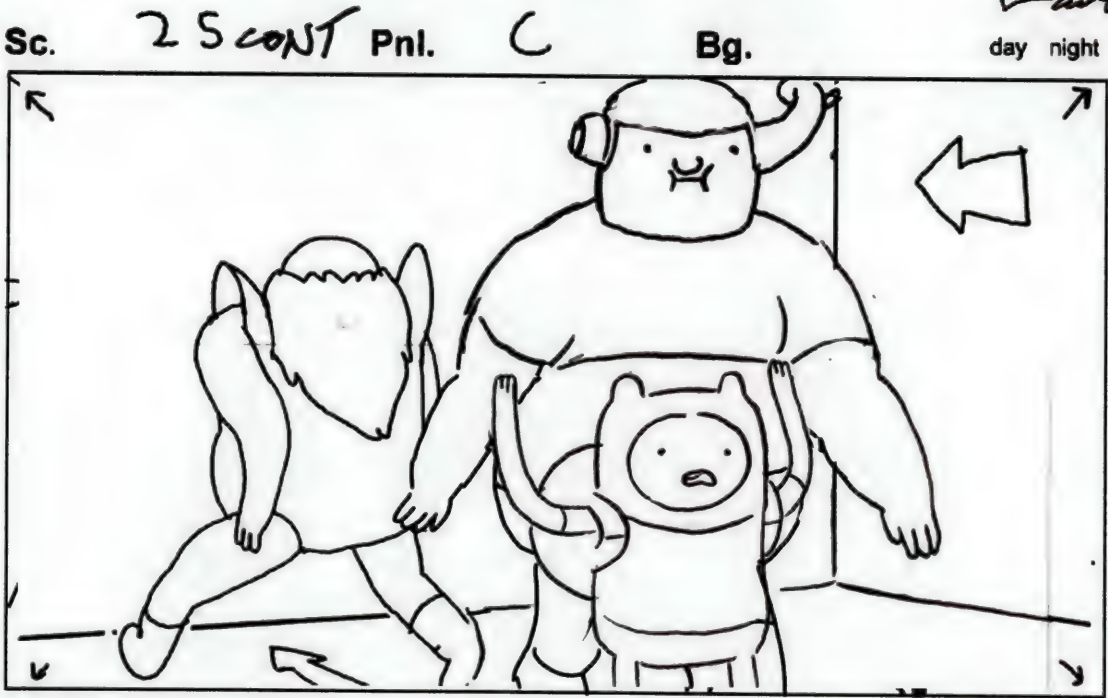
1025/196

Production :

1025/196



ADVENTURE TIME



Dialog: FINN/ WAIT!

Action: WALL CONTINUES MOVING FARTHER AWAY.  
PINN STARTS RUNNING IN PLACE.  
CAMERA CONTINUES TO TRUCK OUT.

Timing: CONTINUES TO TRUCK OUT.

SEP 12 2014

Production :

1025/196

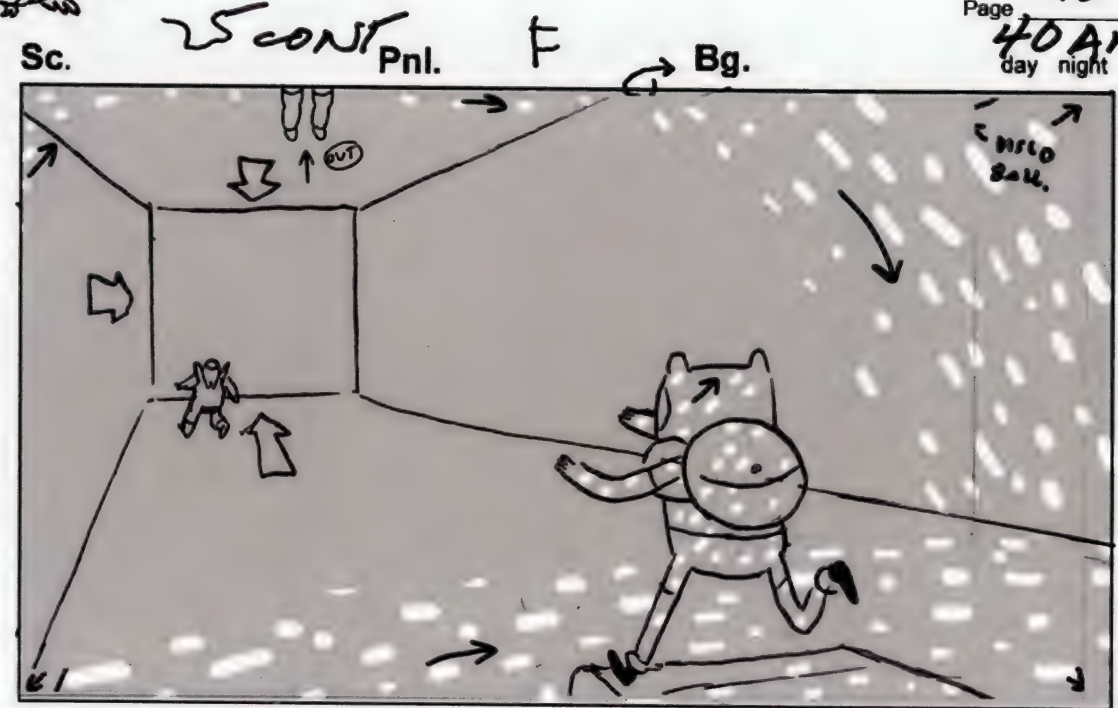
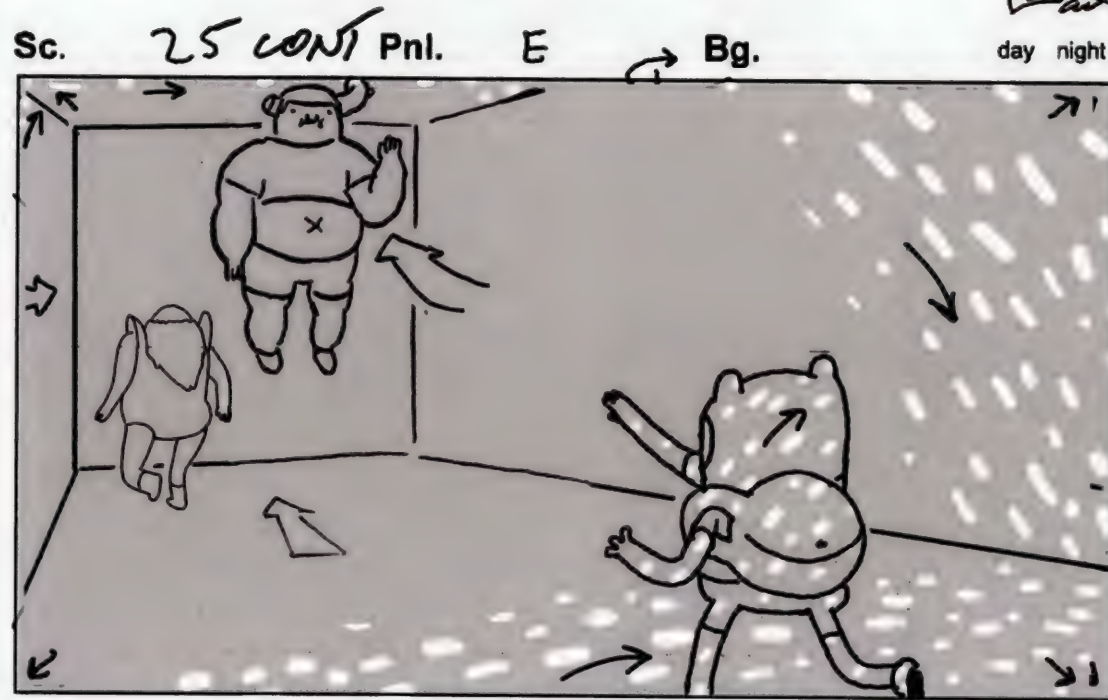
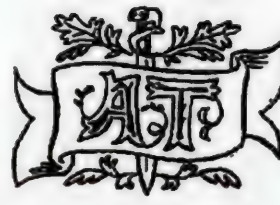
EPISODE # 1025-196

1025/196

1025/196



# ADVENTURE TIME



Dialog:

Action: PAR wall keeps Receeding into the distance.

FINN IS RUNNING ON A TREADMILL.  
WALL CONTINUES TO RECEED.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

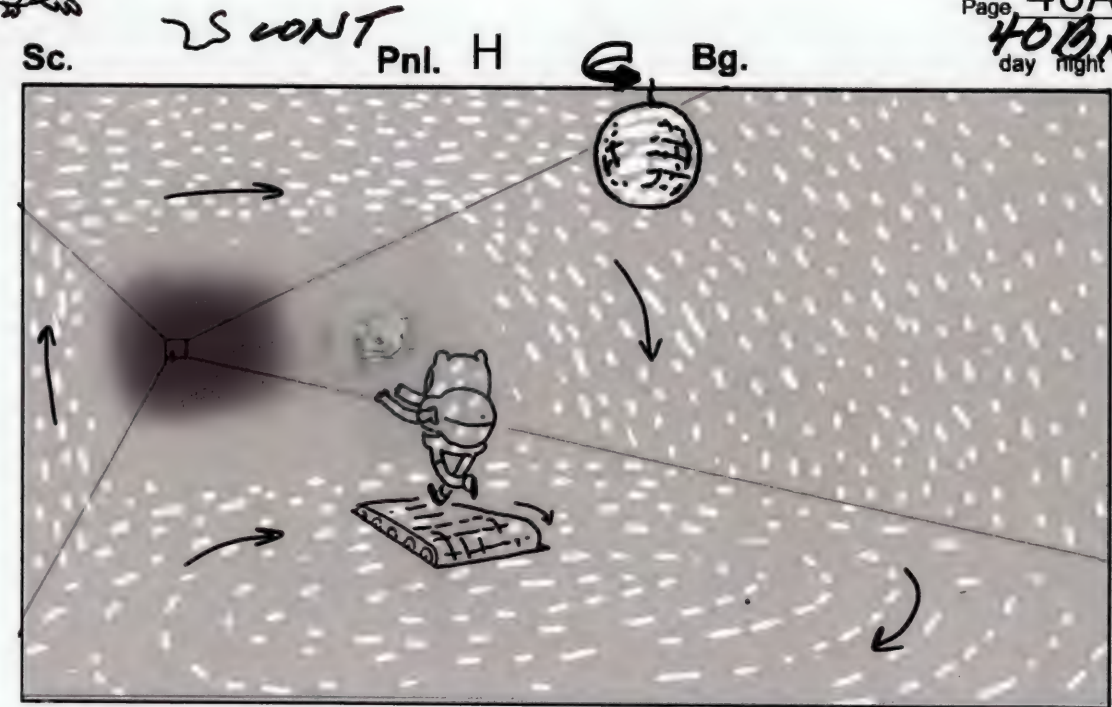
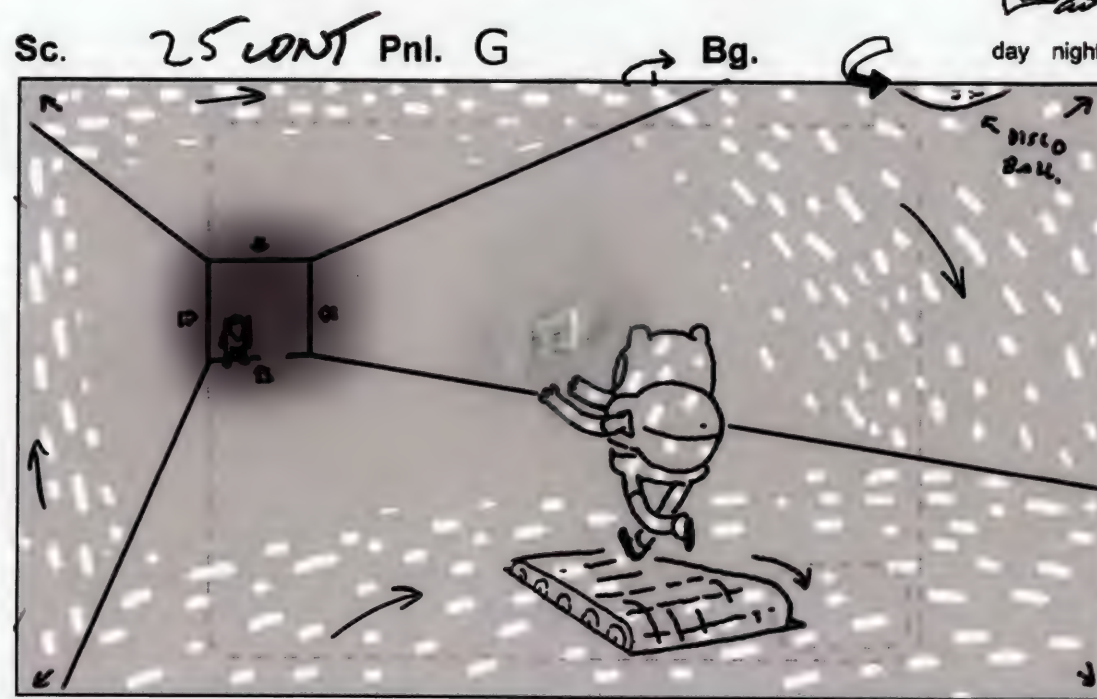
1025/196



# ADVENTURE TIME



Page 40A  
HOB NEXT  
day night



Dialog:

Action: FAR WALL keeps Receding into the distance.  
FINN IS RUNNING ON A TREADMILL.  
WALL CONTINUES TO REcede.

Timing:



SEP 12 2014

EPISODE # 1025-196

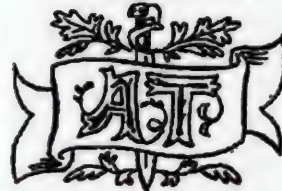
1025/196

Production :

1025/196



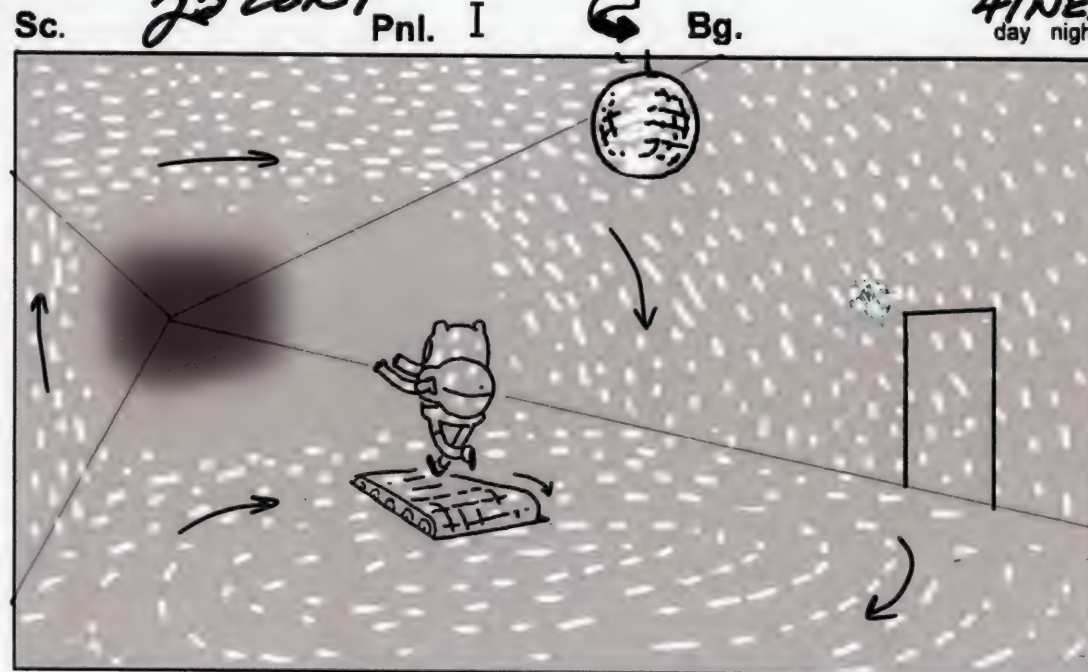
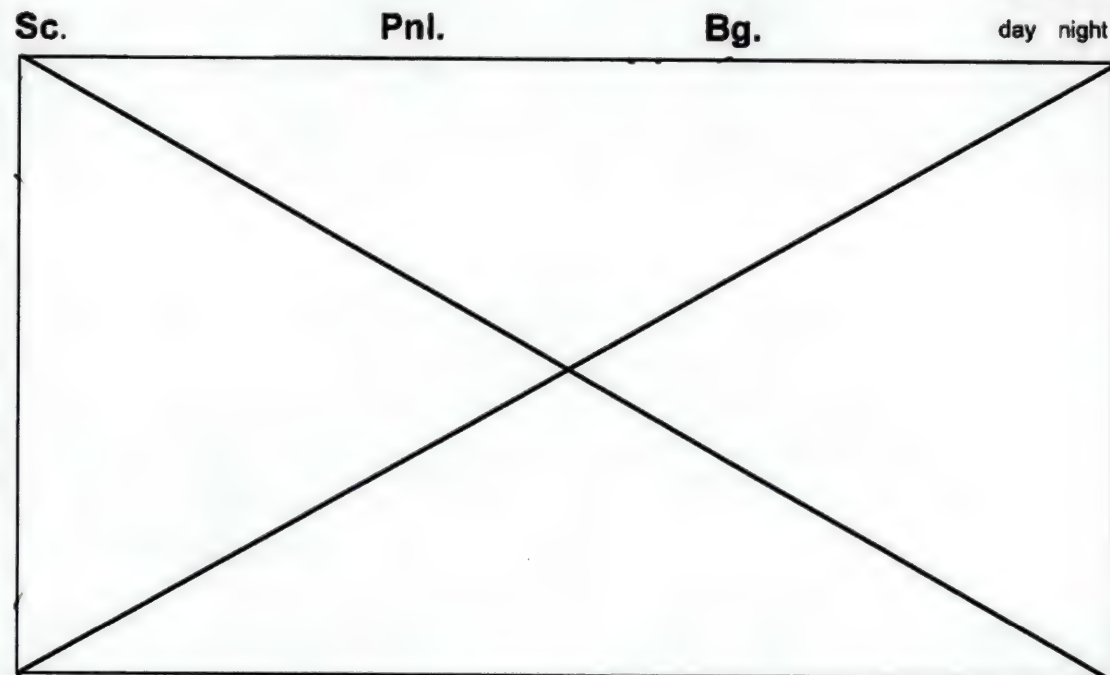
# ADVENTURE TIME



Page 40B

41 NEXT  
day night

HU  
CUT



Dialog:

Action: FAR wall keeps Receding into the distance.

Timing:

Door FORMS in the side wall.



SEP 12 2014

Production :

1025/196

EPISODE # 1025-196

1025/196



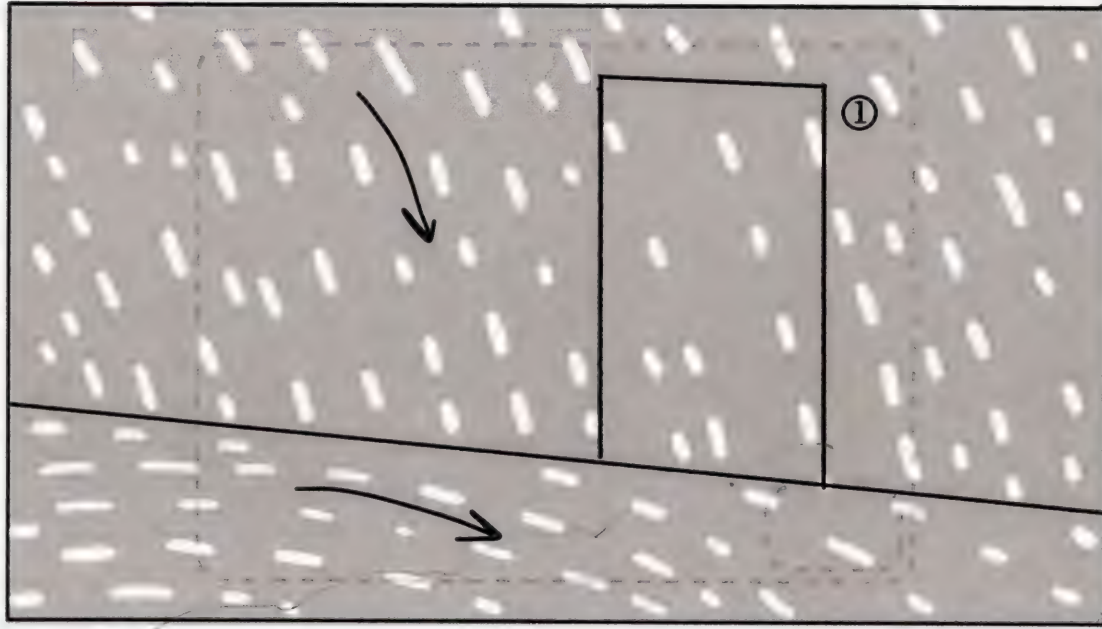
HY CUT

# ADVENTURE TIME

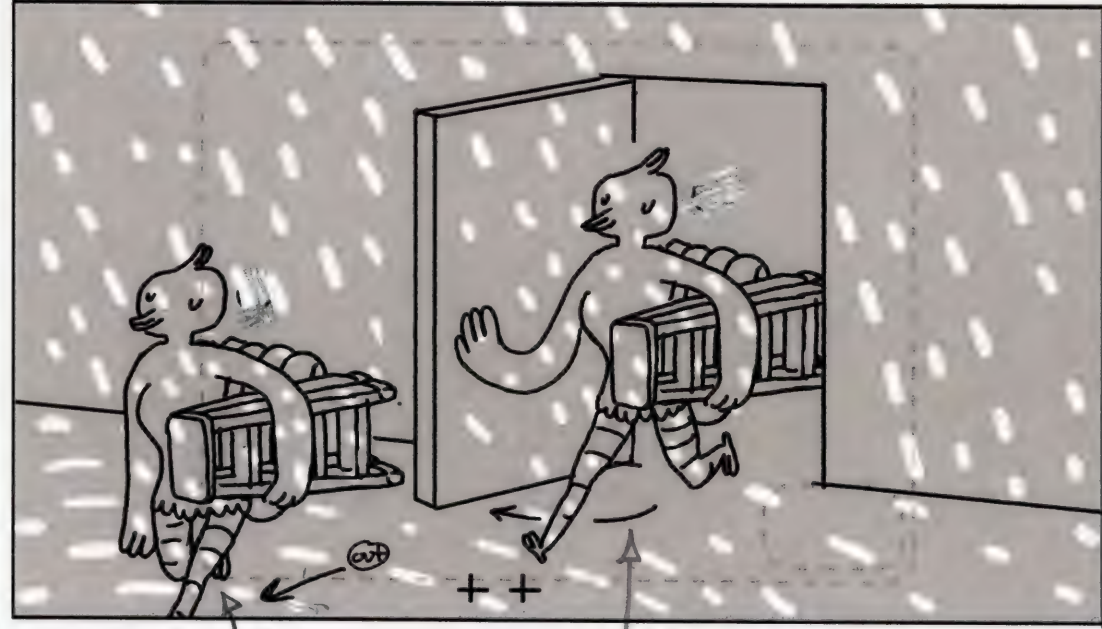


CUT

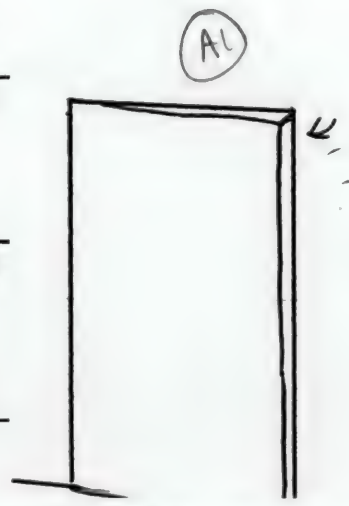
Sc. 26 Pnl. A Bg. day night



Sc. 26 CONT Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	



B1 - Door opens out comes BIRD WOMAN CARRYING A LADDER AND WALKS OFF/S.

SEP 12 2014



EPISODE # 1025-196

Production :

1025/196

1025/196

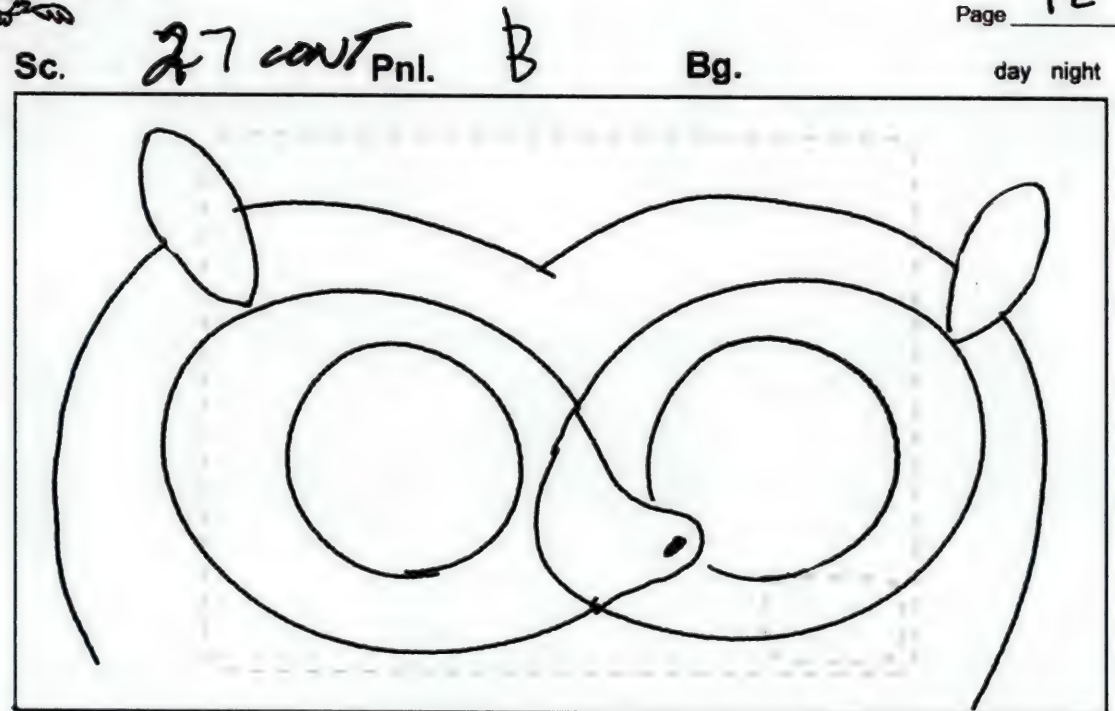
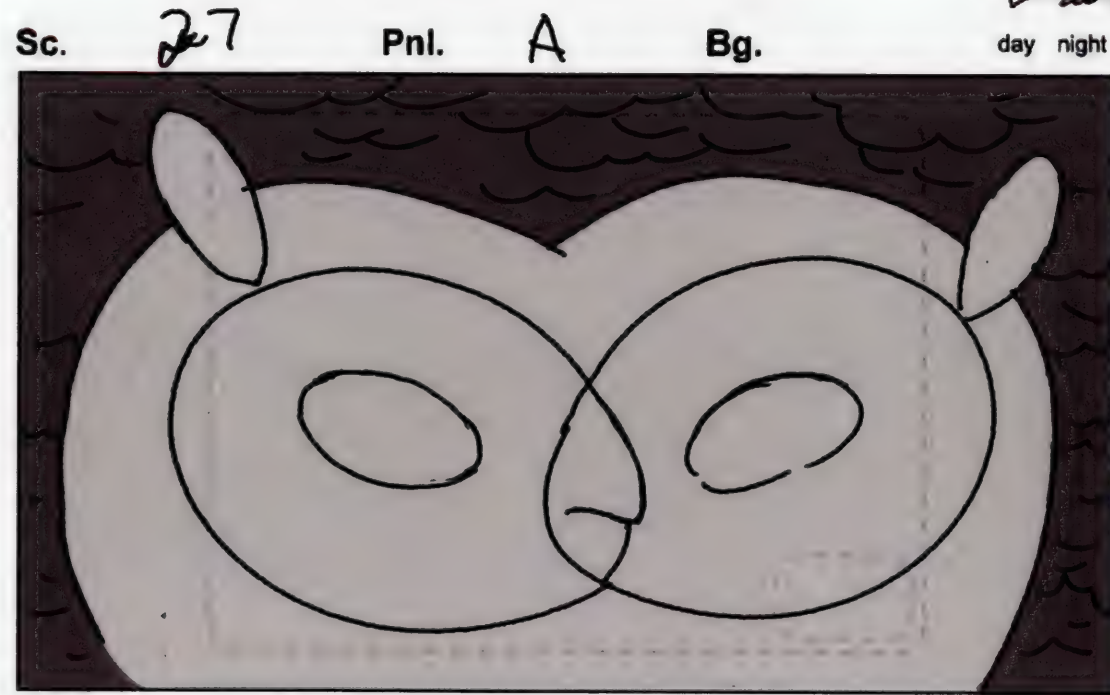
1025/196

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Cut

# ADVENTURE TIME



He  
Cut

Dialog:	(no hover)	<u>co</u> HOO'S THAT?!
Action:		
Timing:		

SEP 12 2014

EPISODE # 1025-196

1025/196

Production :

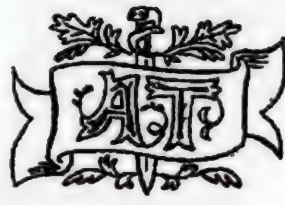
1025/196

1025/196

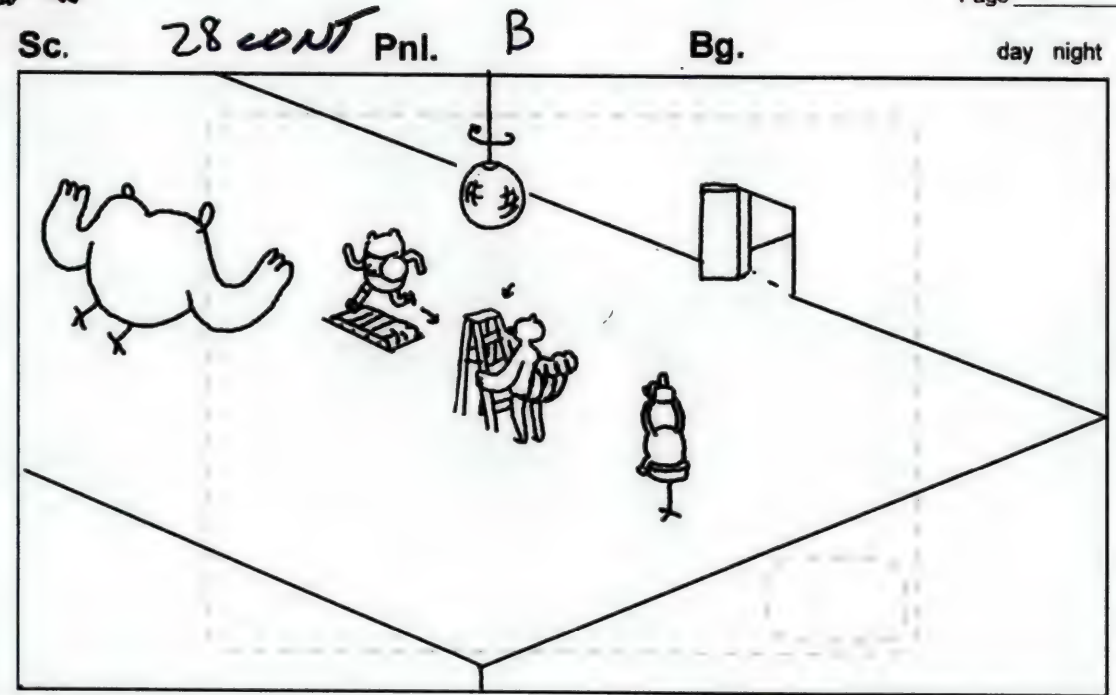
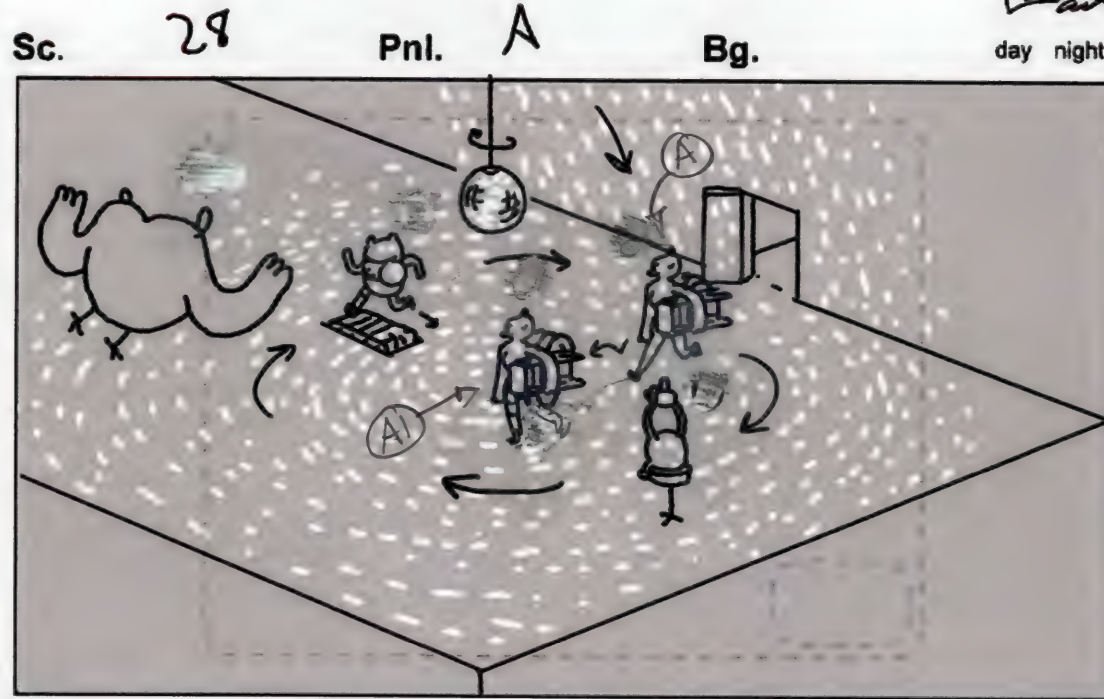
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# ADVENTURE TIME

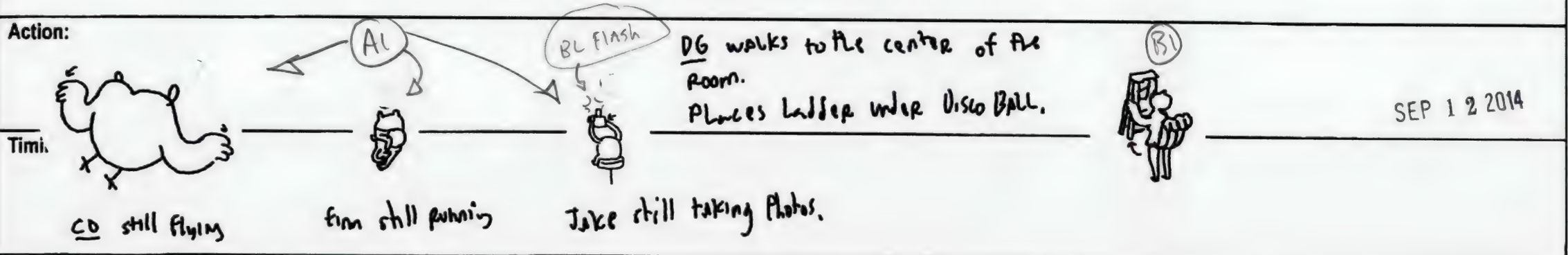


Page 43



Dialog:

Action:



Production :

EPISODE # 1025-196

1025/196

1025/196

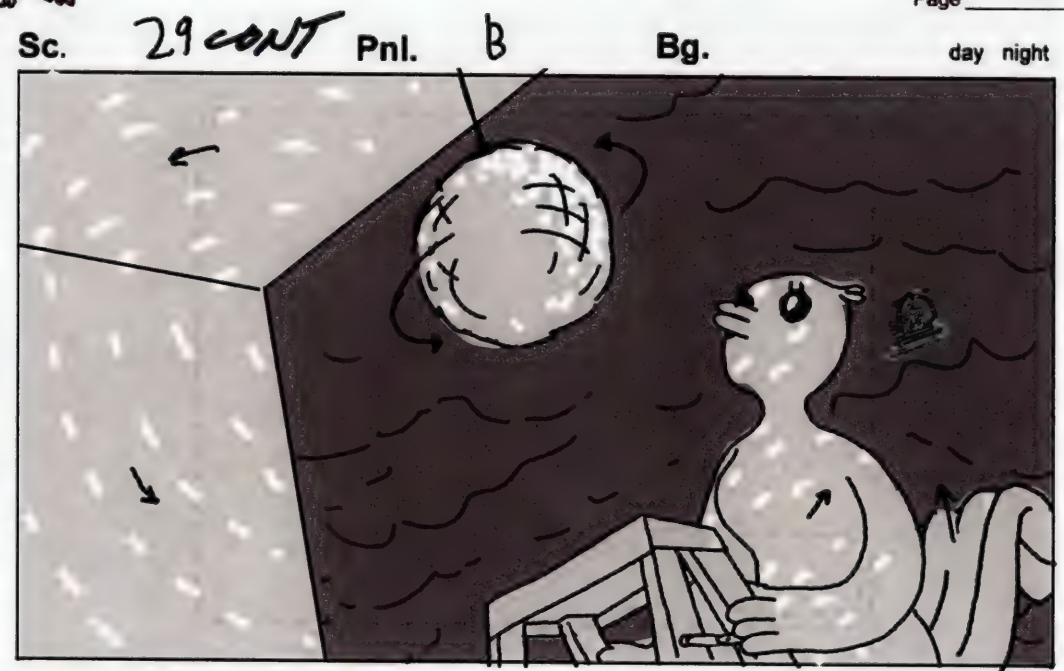
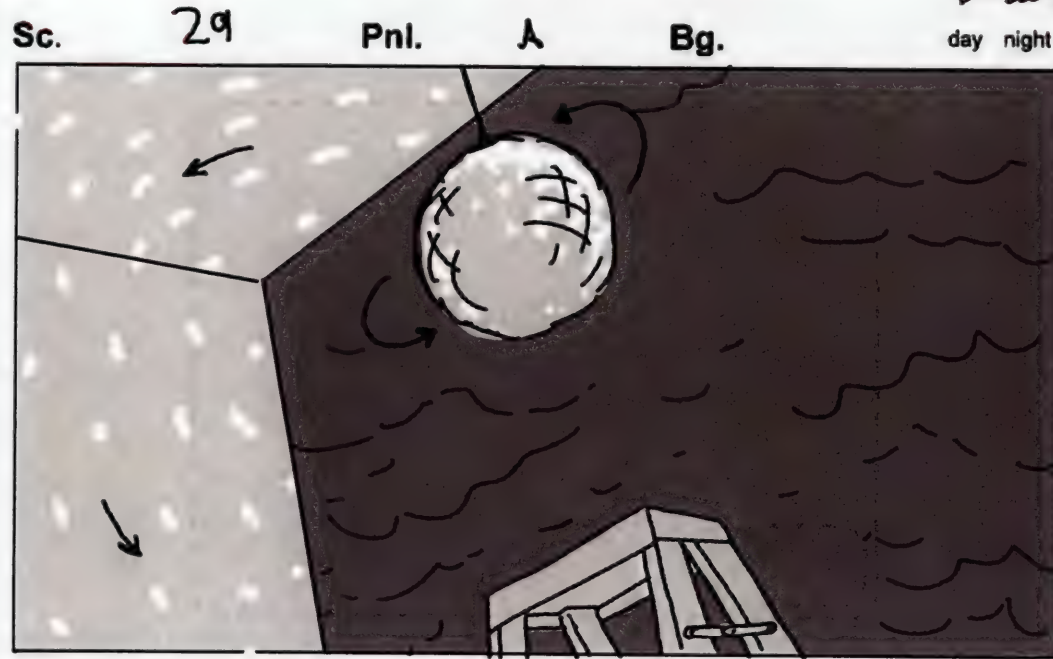


HW  
Curt

# ADVENTURE TIME



Page 44



Dialog:

RUMBLE OF DISTANT THUNDER.

Action:

B1: CLIMBS LADDER.

Timing:



EPISODE # 1025-196

Production :

1025/196

1025/196



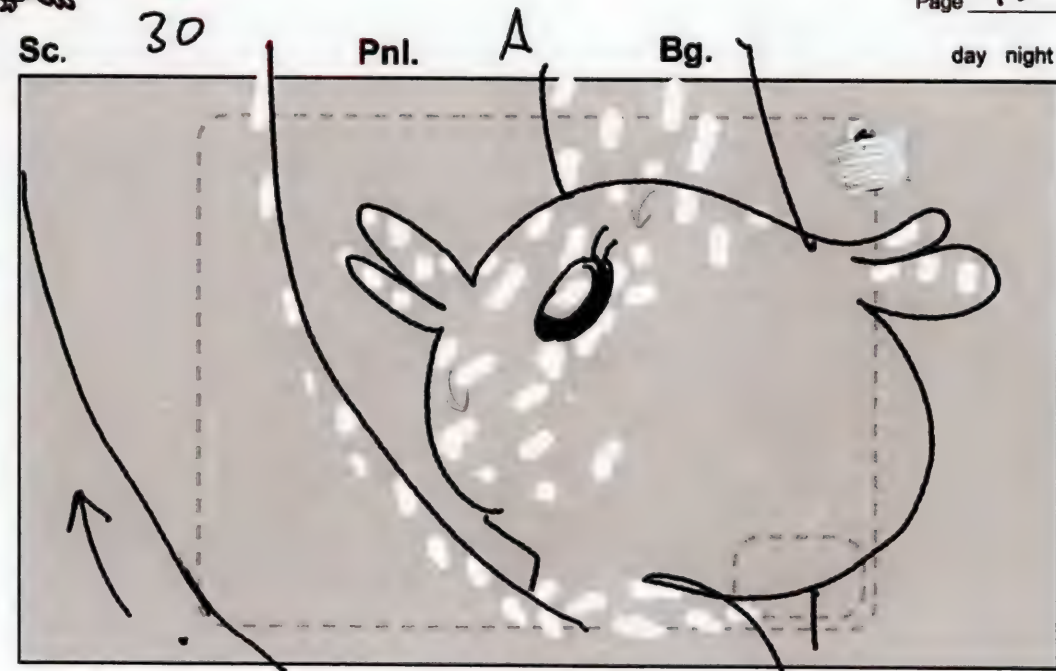
# ADVENTURE TIME



Ho  
Cust

Page 45

Ho  
Cust



EPISODE# 1025-196

Dialog:

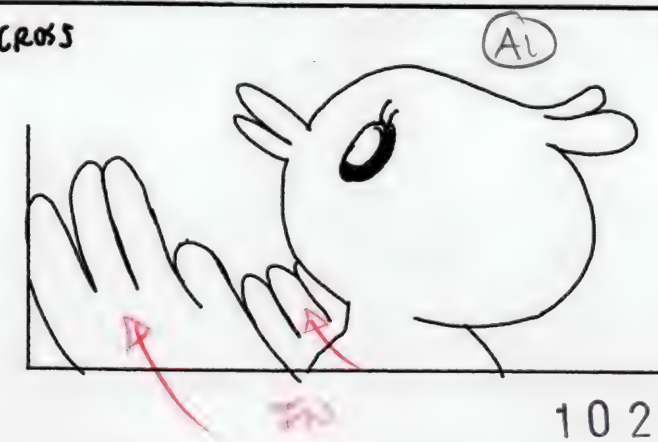
CO (offscreen) / SHE'S SO BEAUTIFUL.

SEP 12 2014

Action: She Reaches up for Disco Dave.

- DISCO LIGHTS PLAY ACROSS HER FACE.

Timing:



1025/196

1025/196

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1025/196

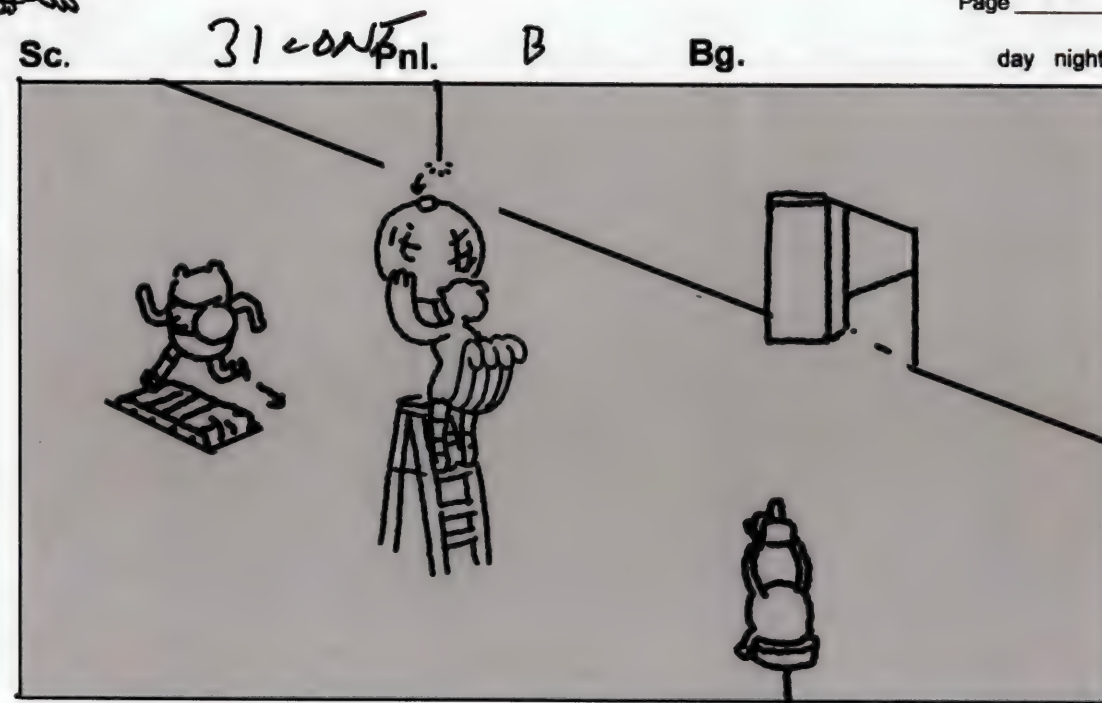
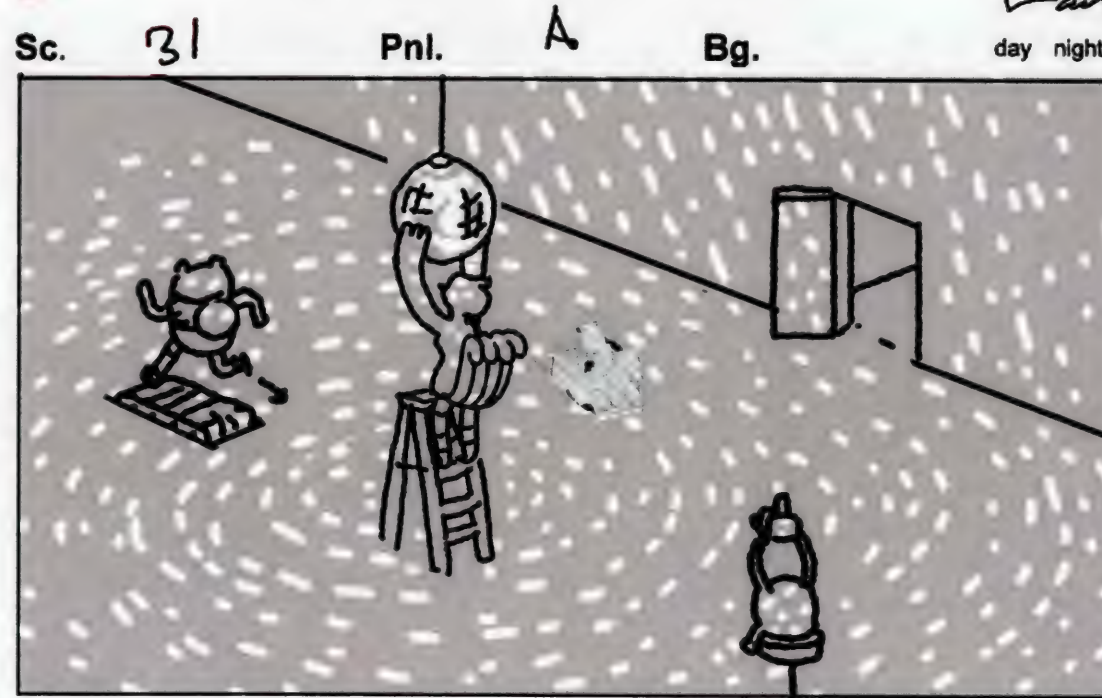


1025/196

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HO  
CUT

# ADVENTURE TIME



Dialog:

SFX: \*SNAP\*

Action: DISCO LIGHTS STOP SPINNING WHEN SHE GRABS THE BALL.

DG PULLS DISCO BALL DOWN.

SEP 12 2014

Timing: FINN STILL RUNNING

JAKE STILL PICTURING.



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1025/196

Production :

1025/196

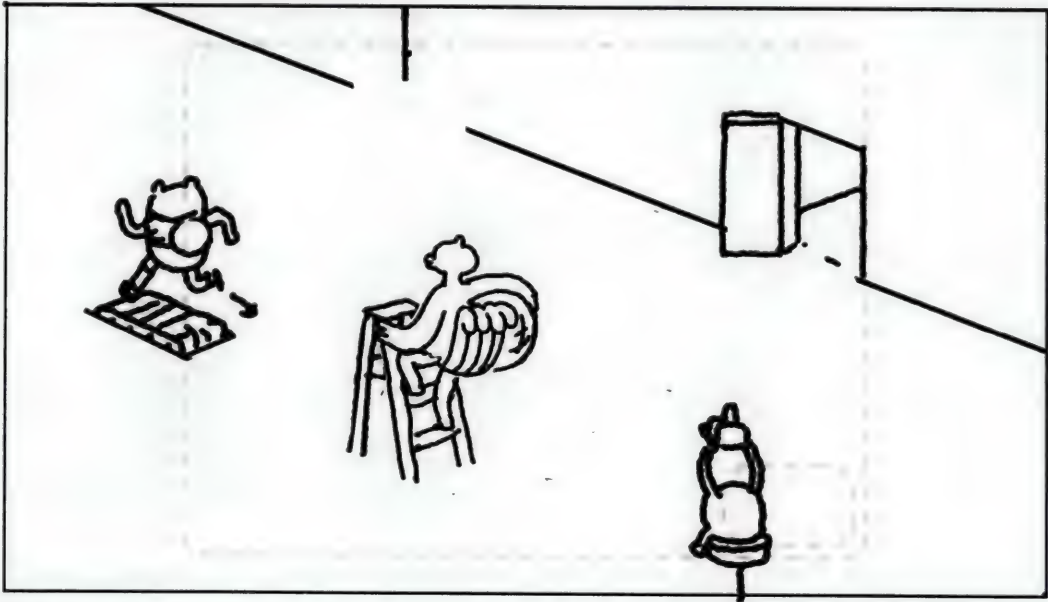


ADVENTURE TIME

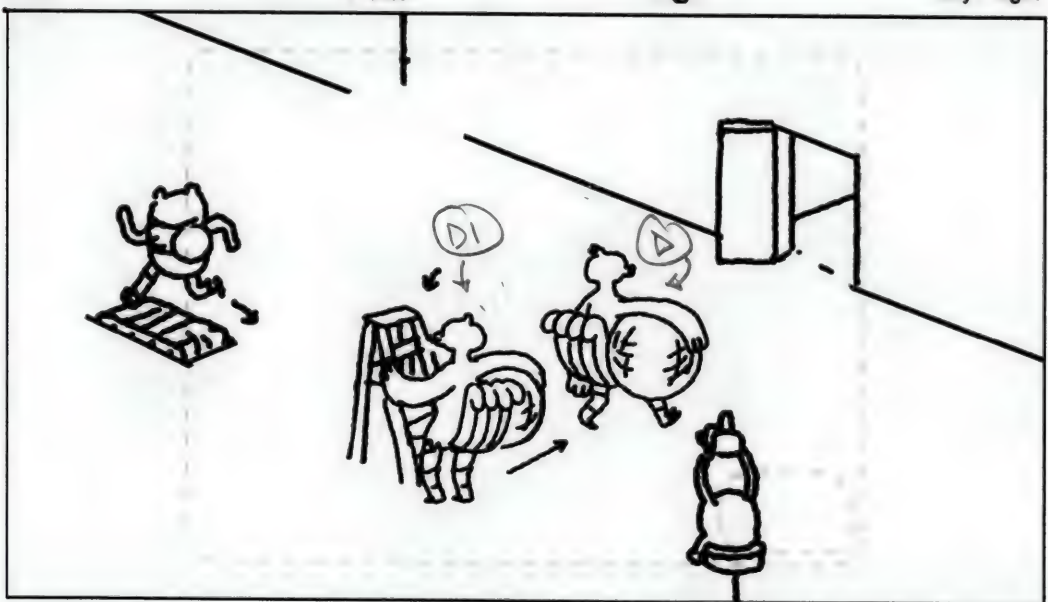


HW  
CST

Sc. 31 cont Pnl. C Bg. day night



Sc. 31 cont Pnl. D Bg. day night



Dialog:

Action: DG CLIMBS DOWN LADDER WALKS TOWARDS DOOR.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :



Ho  
Cuts

# ADVENTURE TIME

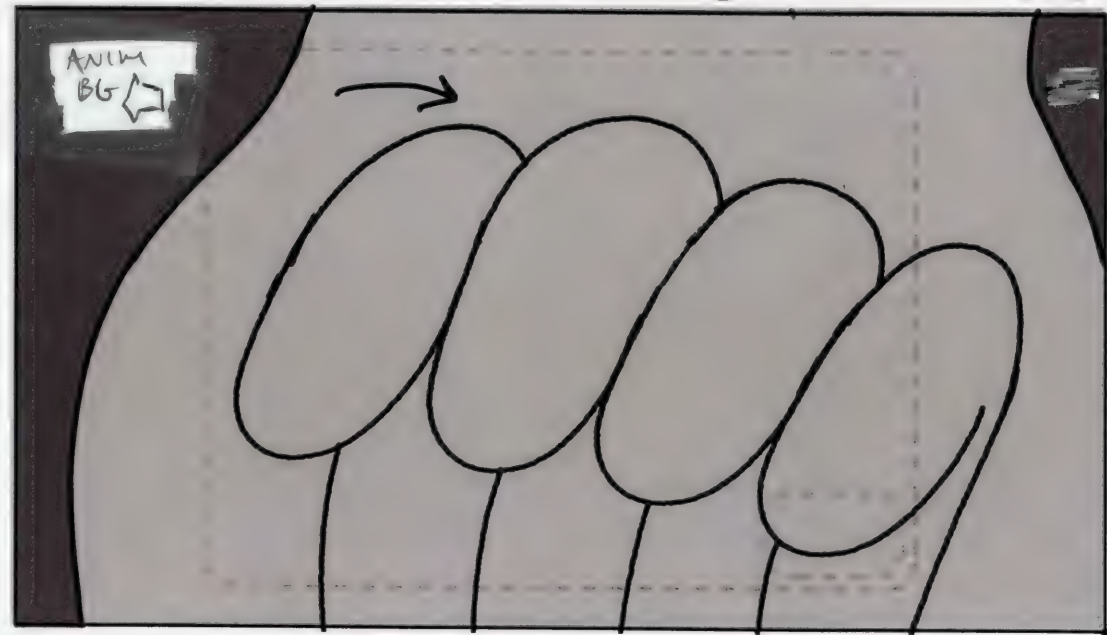


Page 48

Sc. 32 Pnl. A Bg. day night



Sc. 32 CONT Pnl. B Bg. day night



Dialog:
Action: - we see HER TAIL feathers swaying.
Timing:

SEP 12 2014

Production :

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1025/196

1025/196

Cut

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1025/196

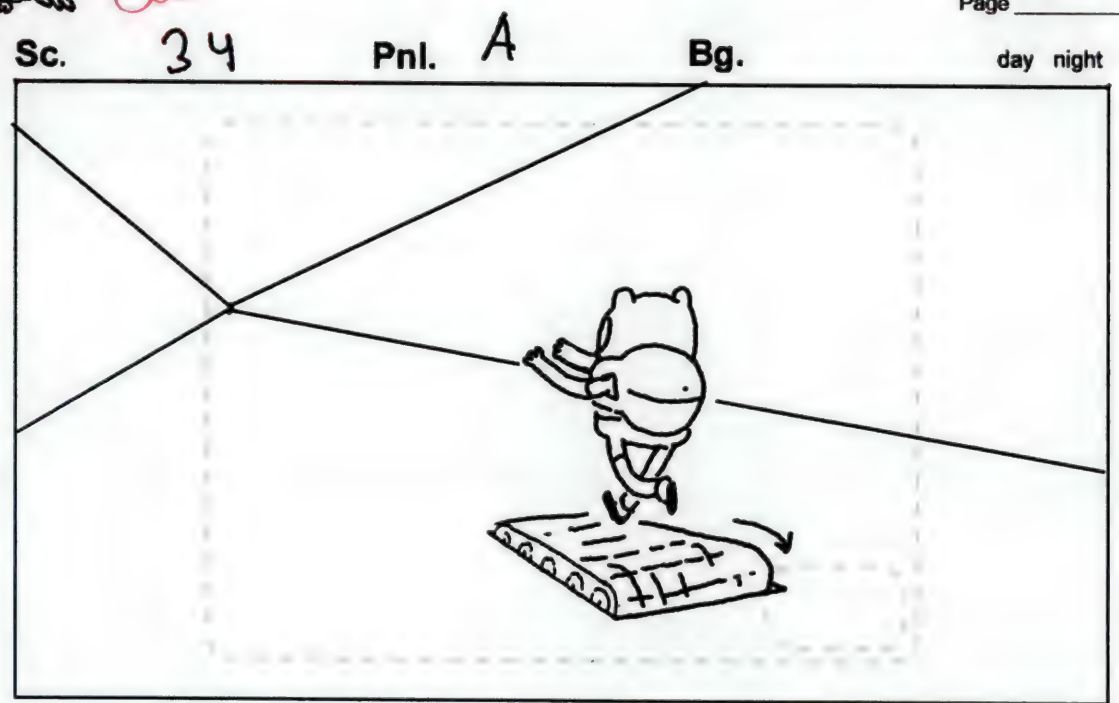
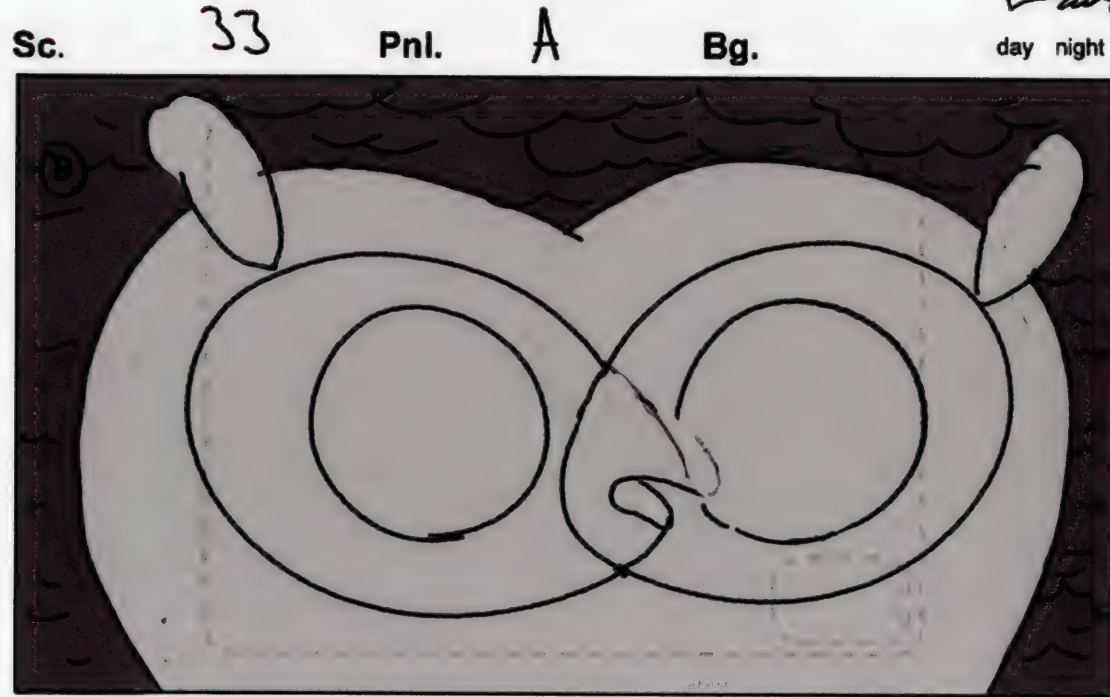


*Cut*

# ADVENTURE TIME



*Cut*

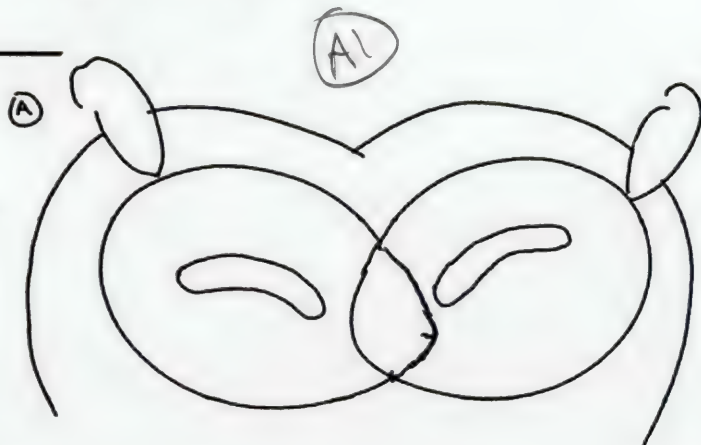


Dialog:

CO / BUTT FEATHERS.

Action:

Timing:



SEP 12 2014



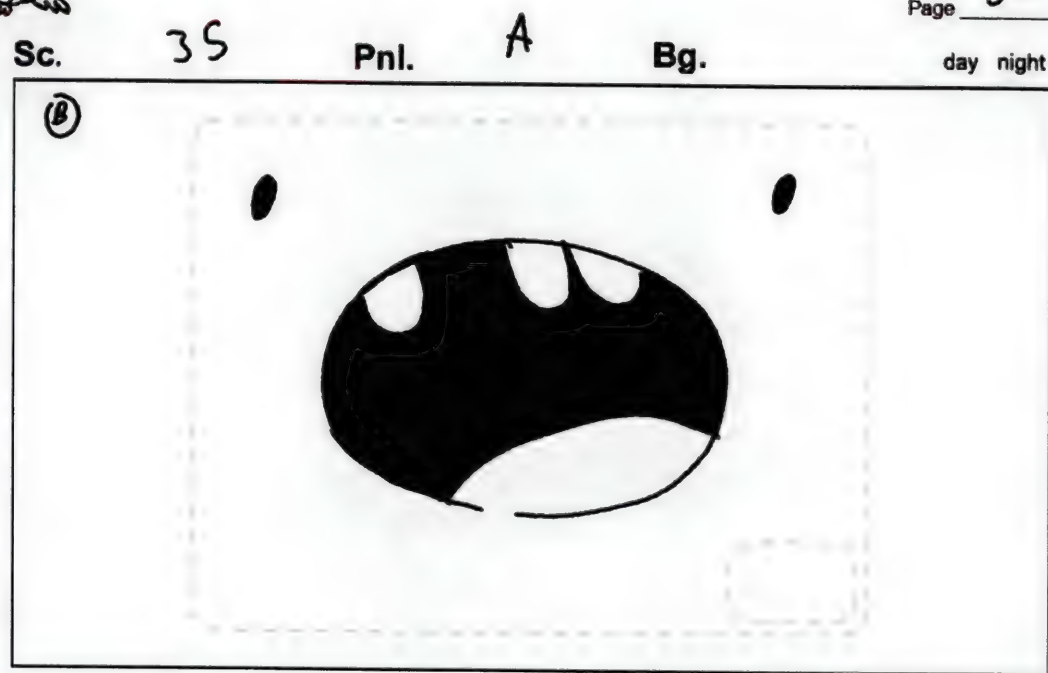
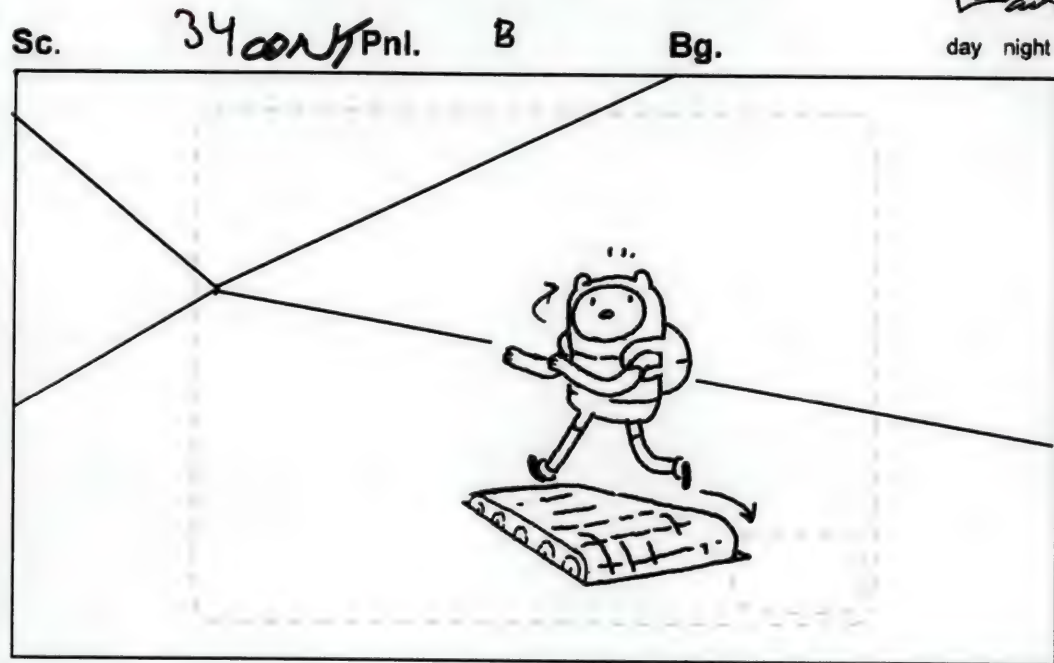
# ADVENTURE TIME



HW  
Cut

Page 50

HW  
Cut



Dialog:	<p>F: HUH?</p> <p>WHOA, F/ THE 'COSMIC OWL?!</p>	
Action:	<p>- FINN LOOKS BACK</p>	<p>(A)</p> <p>(AU)</p> <p>SEP 12 2014</p>
Timing:	<p>0</p>	

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

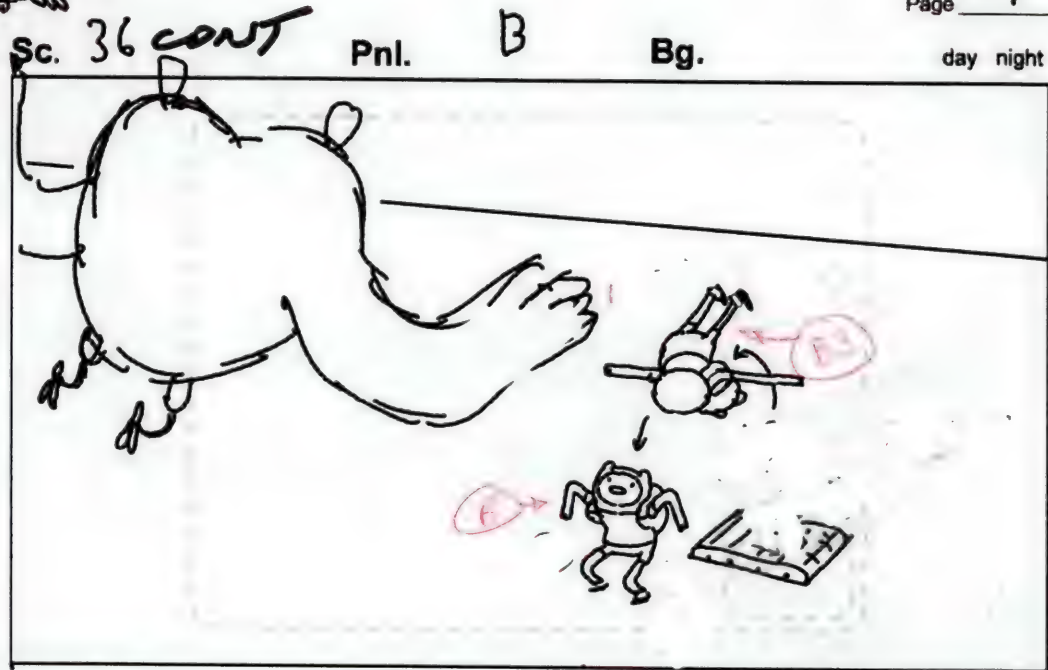
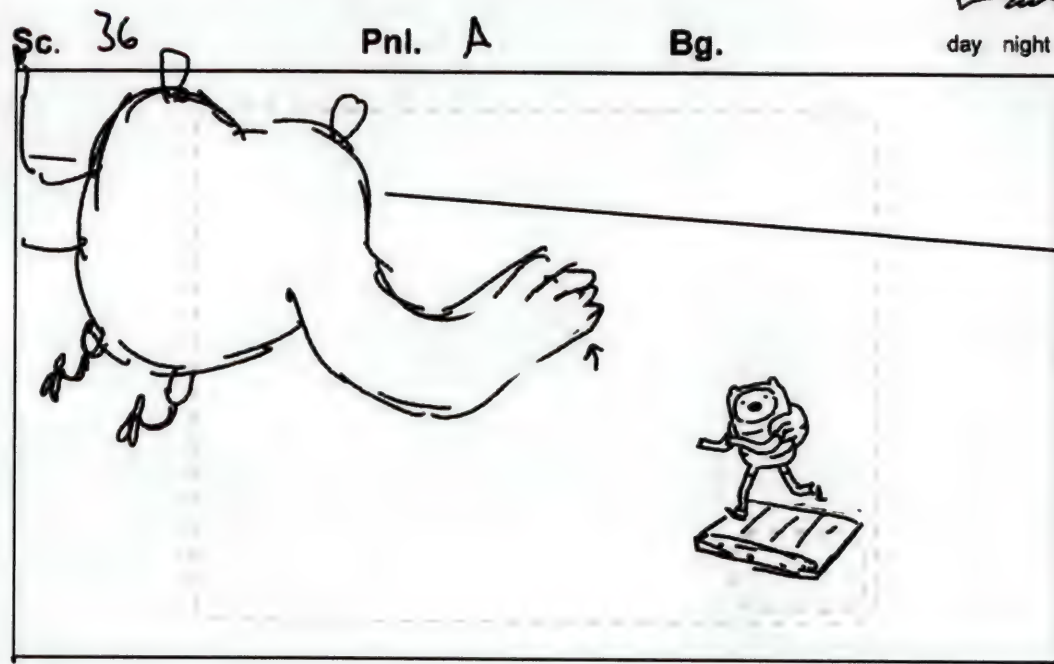


HV  
Cont.

# ADVENTURE TIME



Page 51



Dialog:

(A1) (F) DUDE!

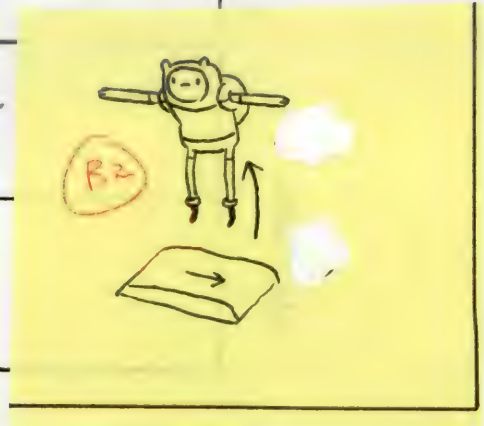
(F) DOES THAT MEAN THIS DREAM IS IMPORTANT! SEP 12 2014

Action:

- CO HOVERS ABOVE FINN IN FOREGROUND

- F. FLIPS OFF OF TREADMILL.

Timing:



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1025/196

1025/196

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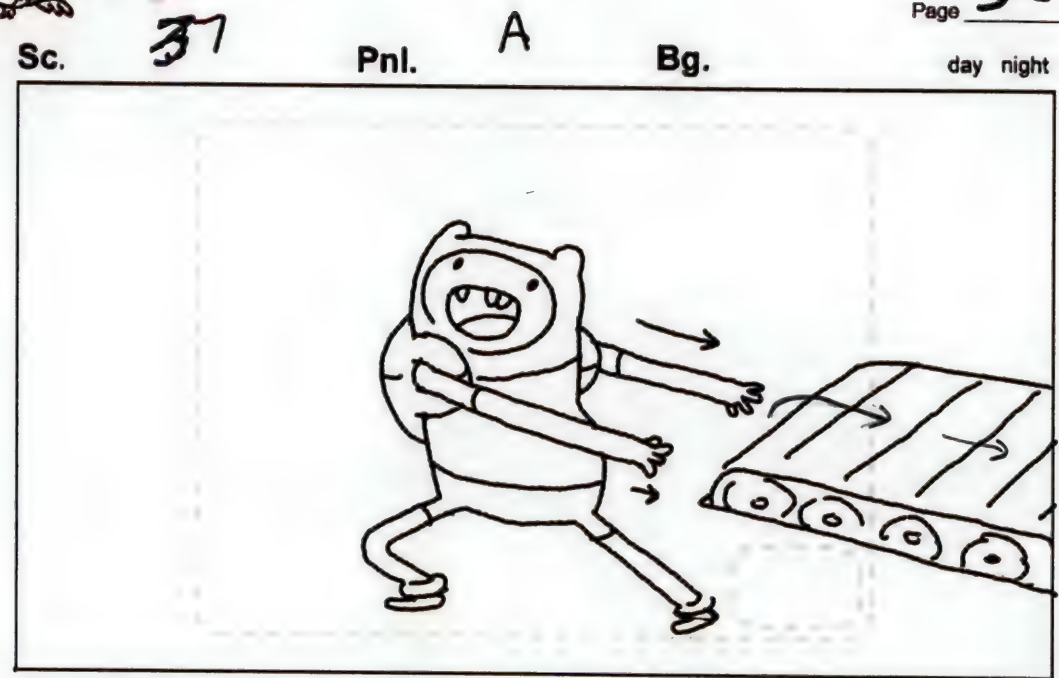
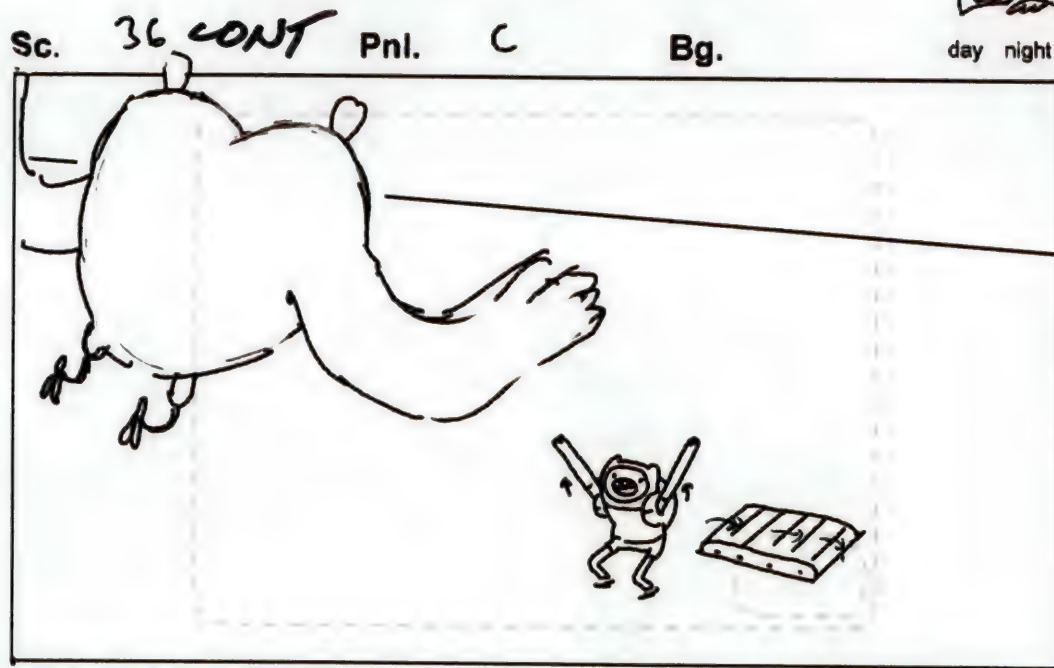


# ADVENTURE TIME



Hi  
out

Page **52**



**Dialog:**

F/ IS THIS A PROPHETIC DREAM?

**Action:** on the words "prophetic dream" Finn waves hands back and forth.

**Timing:**

F/ IS THIS STUFF ALL...

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(A1)

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Production :

1025/196

1025/196

1025/196

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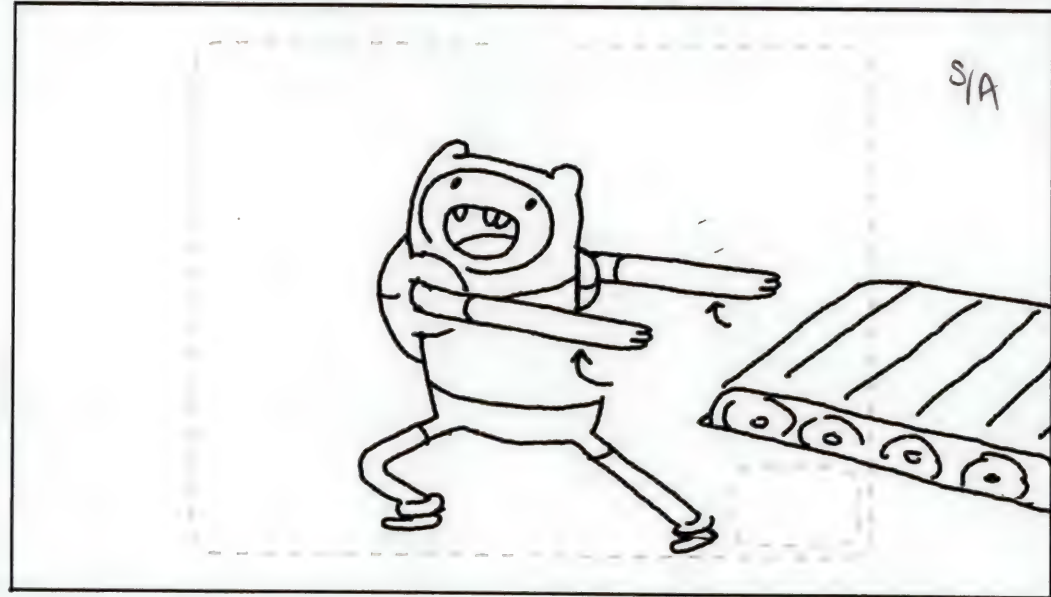


# ADVENTURE TIME

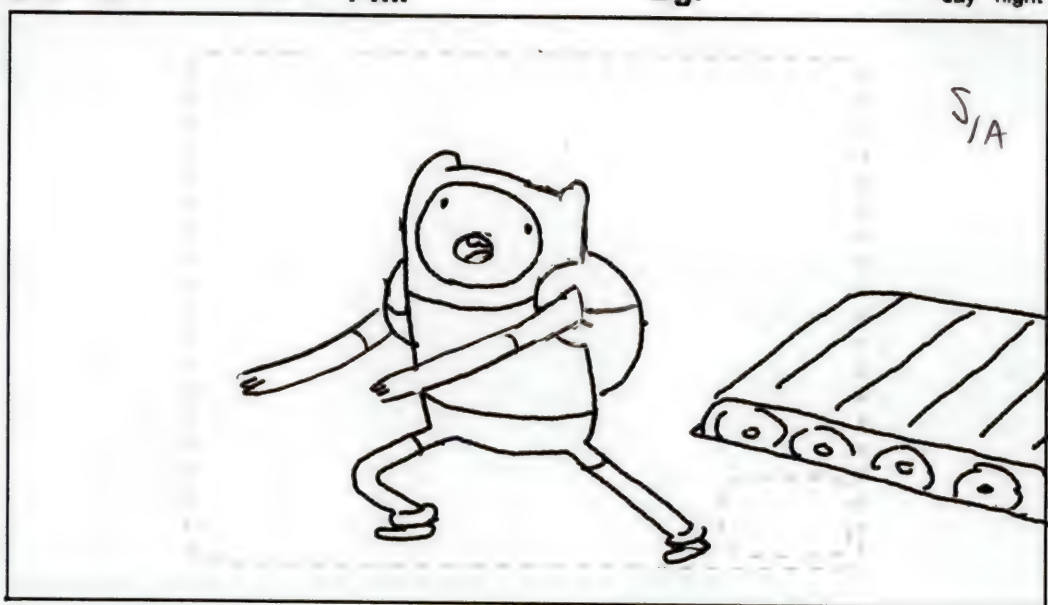


Page **53**  
**37 NEXT**  
 day night

Sc. **37 CONT** Pnl. **B** Bg. day night



Sc. **37 CONT** Pnl. **C** Bg. day night



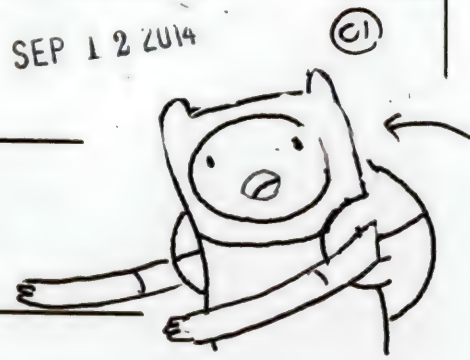
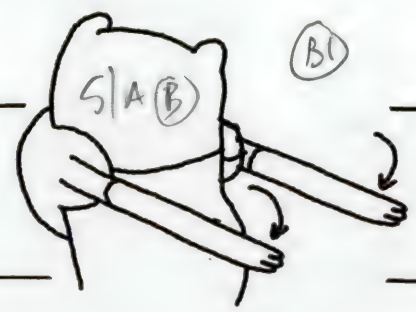
**Dialog:**

**F/ SYMBOLIC** **F/ OR LITERAL?** **(C)**

**Action:**

**Timing:**

**SEP 12 2014** **(C)**



EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

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1025, 196

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Cut

# ADVENTURE TIME

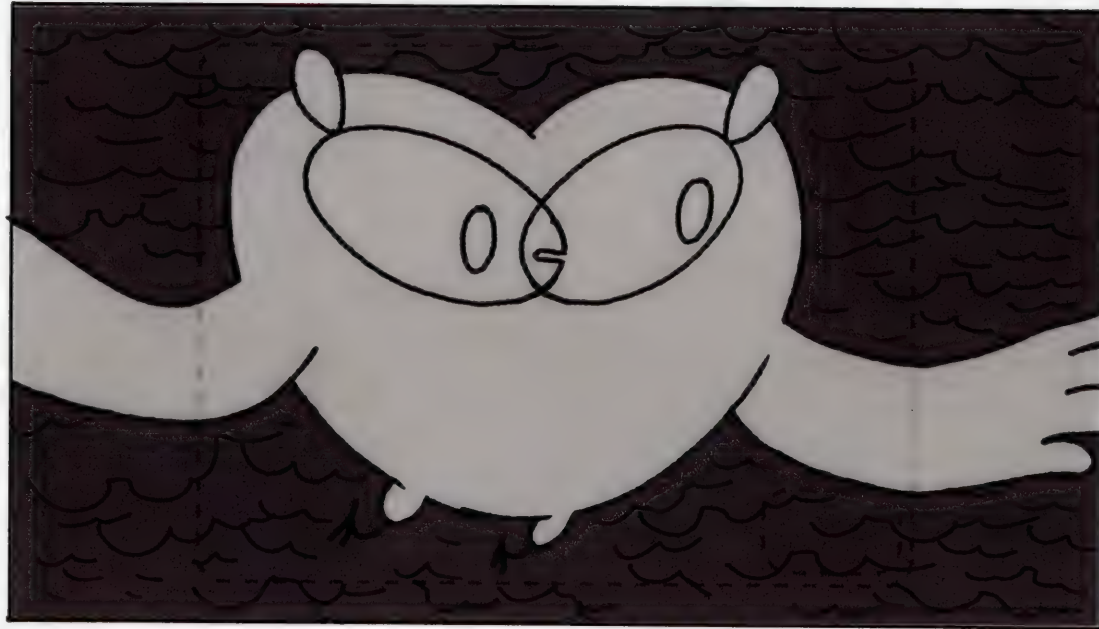


Sc. 38

Pnl. A

Bg.

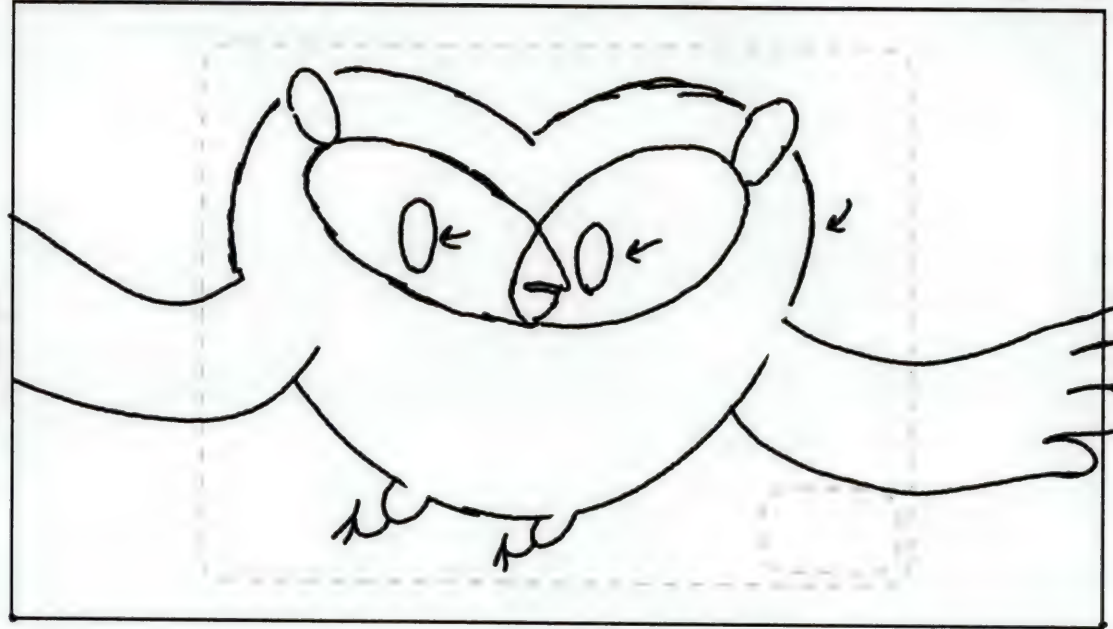
day night



Sc. 38 CONT

Pnl. B

Bg.



Page 3A  
54 NEXT  
day night

Dialog:

C.O.: HUH...

Action:

CO LOOKS AT FINN.

SEP 12 2014

Timing:

EPISODE # 1025-196

1025/196

Production :

1025/196

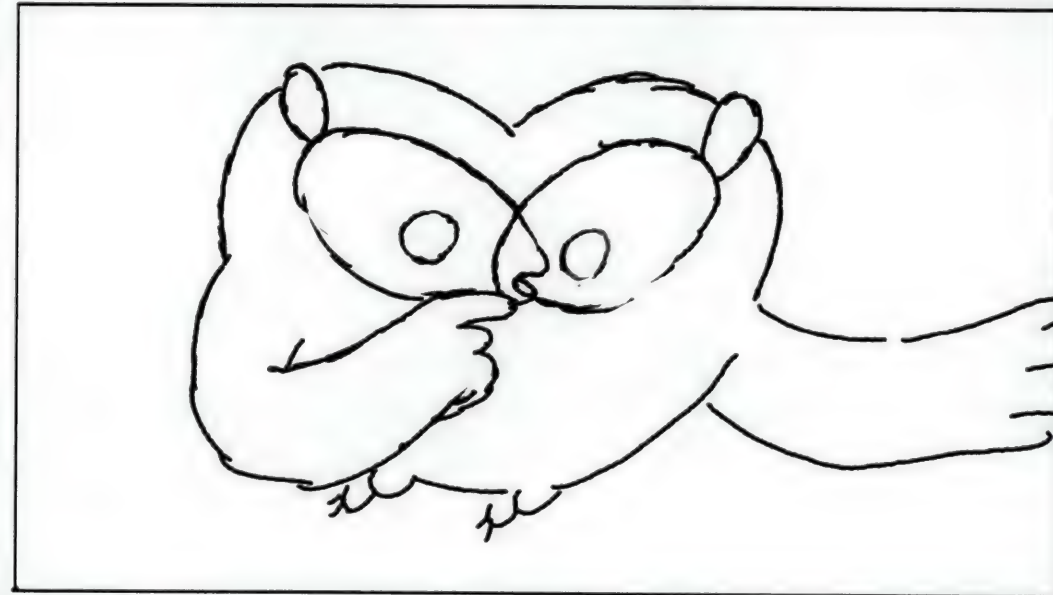


# ADVENTURE TIME

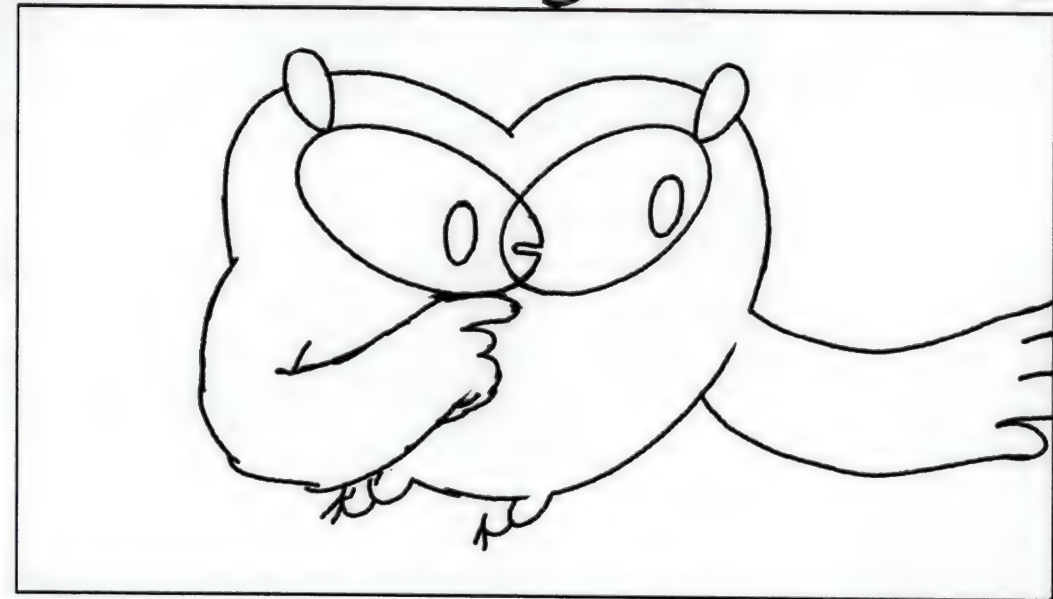


Page 54

Sc. 38 cont Pnl. C Bg. day night



Sc. 38 cont Pnl. D Bg. day night



Dialog:	<u>C.O.</u> : OH YEAH, SORTA. WAIT --
Action:	-He Looks Back over At the BrdLADY SEP 12 2014
Timing:	

*cut*

EPISODE # 1025-196

Production :

1025/196

1025/196



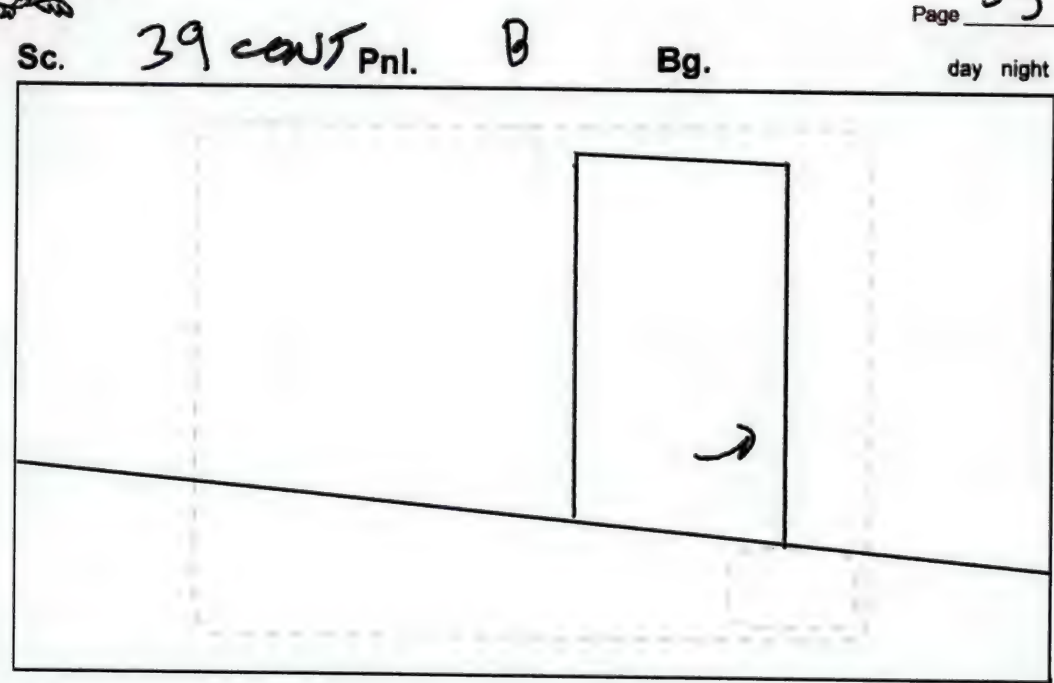
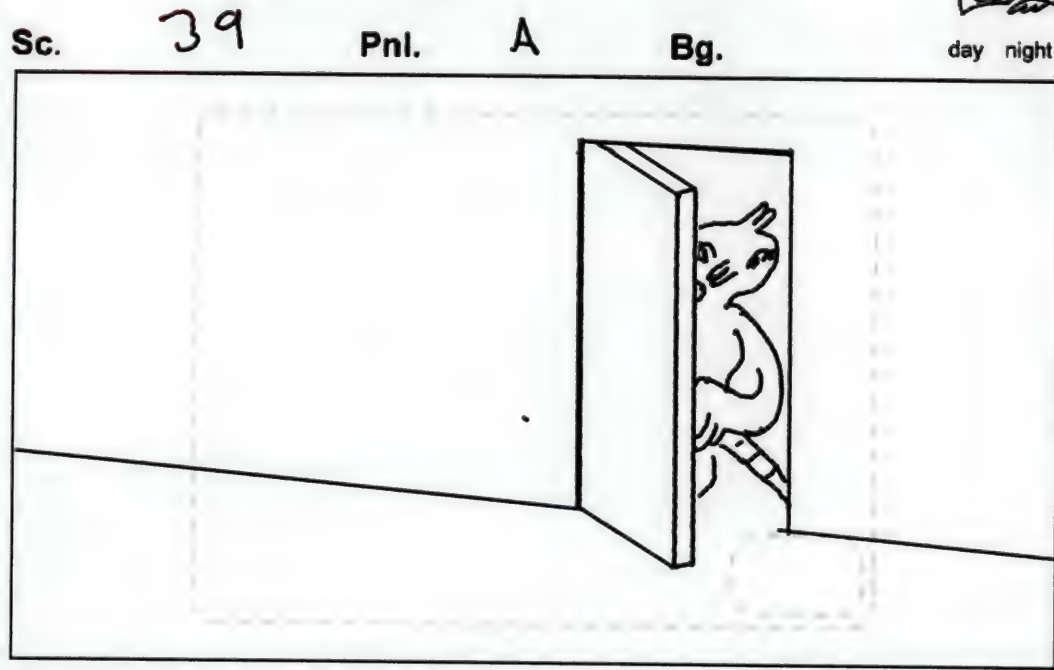
1025/196

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# ADVENTURE TIME



Page 55  
day night



Dialog:

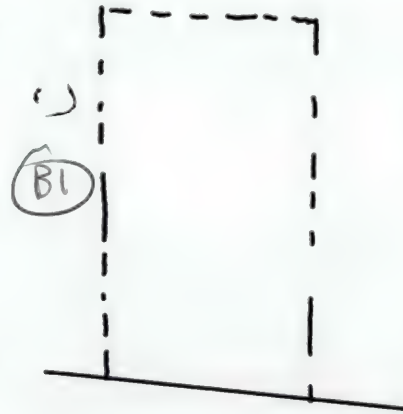
Action:

Timing:

SFX: \* CLICK \*

SEP 12 2014

door closes  
Door disappears.



EPISODE # 1025-196

Production :

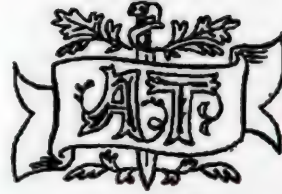
1025/196

1025/196



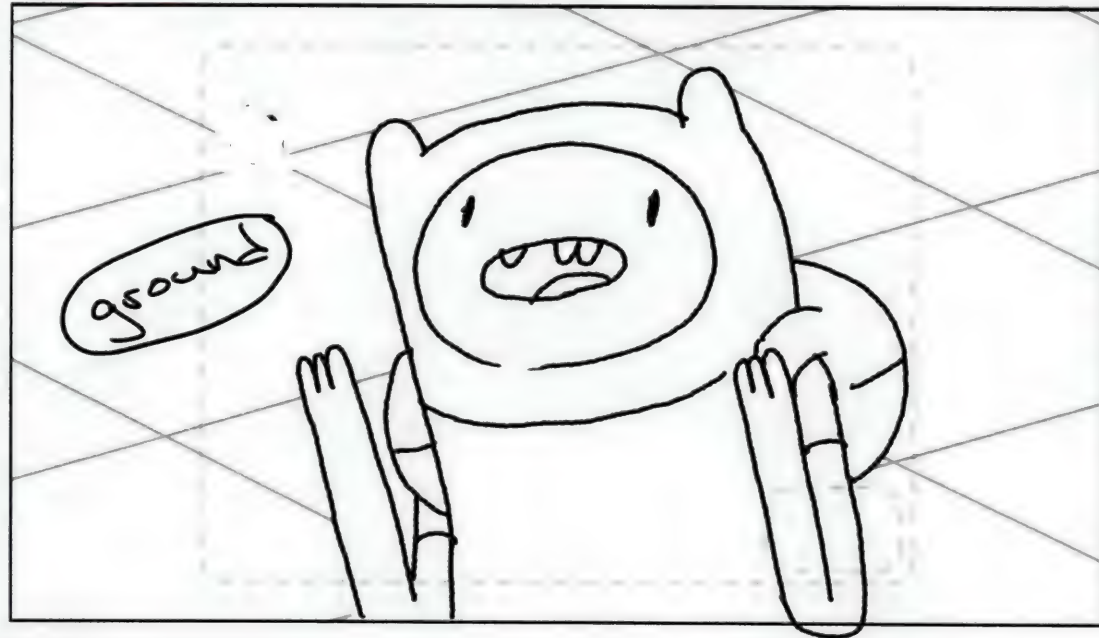
Cut

# ADVENTURE TIME

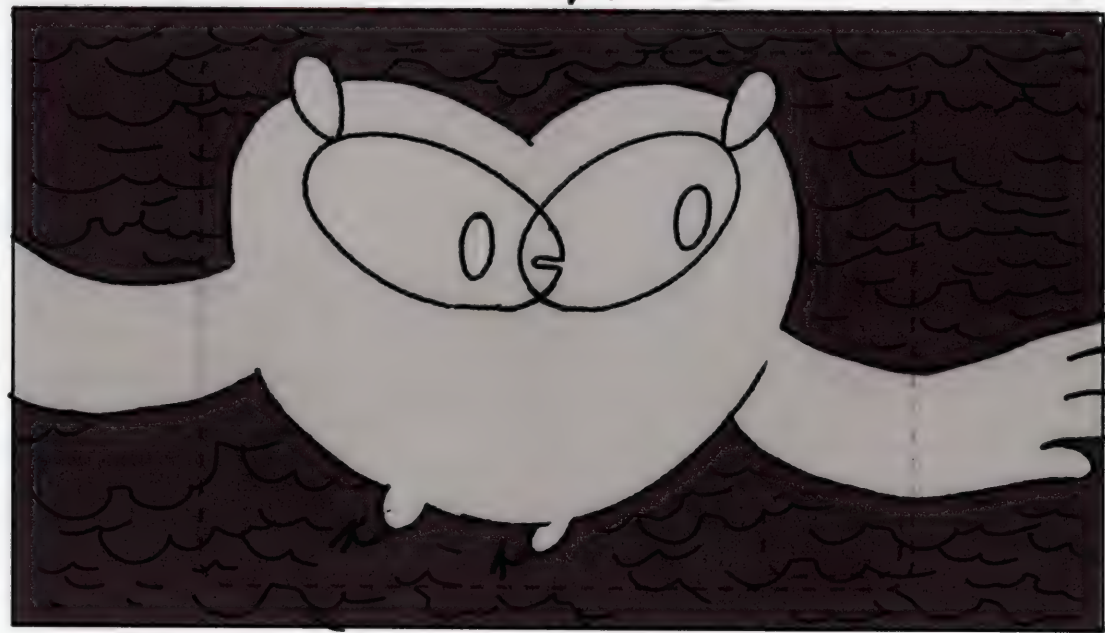


Cut

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:

F/ WHAT DOES IT ALL MEAN?

CO/ Dang she's gone...

Action:

Boy!

Timing:

(A)

S/A

(A)

SEP 12 2014

EPISODE # 1025-196

1025/196

Production :

1025/196

1025/196



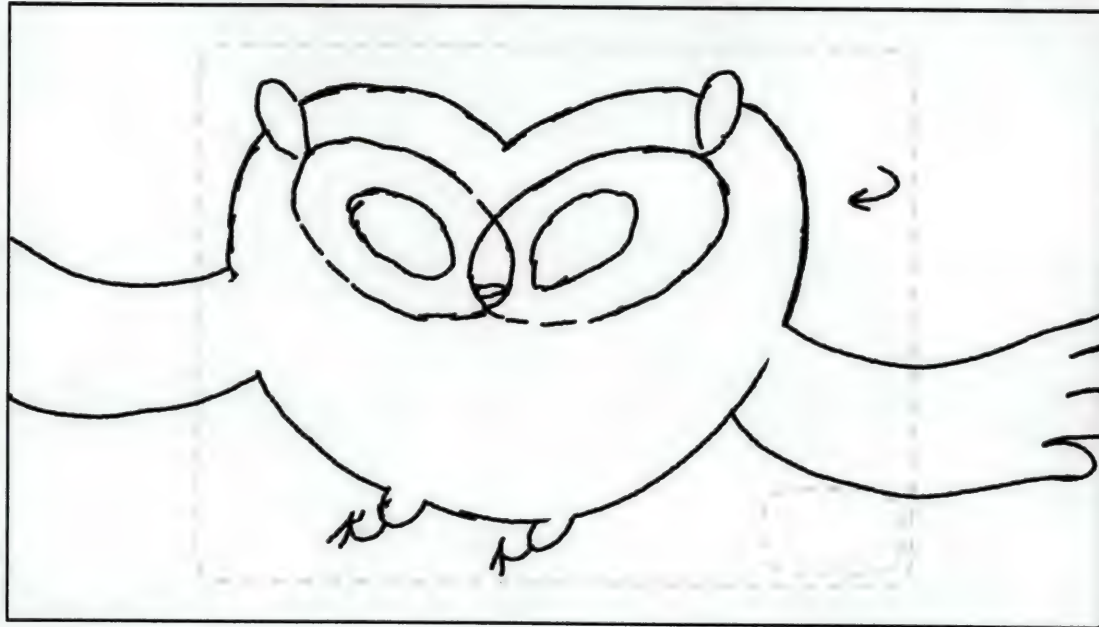
# ADVENTURE TIME



Ho  
Cut

Page **57**

Sc. **41 CONT** Pnl. **B** Bg. day night Sc. **42** Pnl. **A** Bg. day night



Dialog:

CO/ What? What are you asking me?

UH, (FAST)

CO/ I CAN'T TELL YOU THAT.

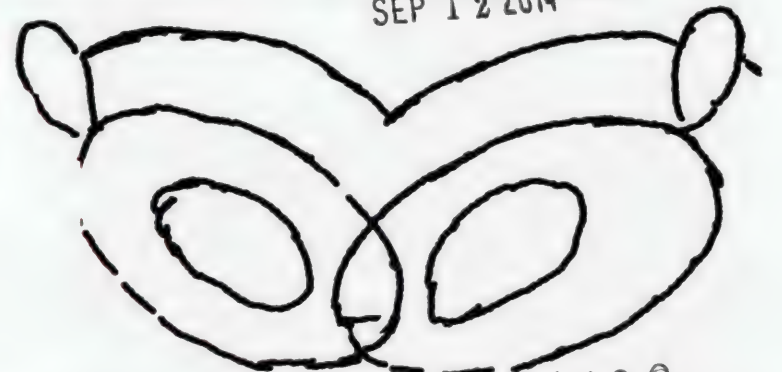
Action:

- C.O. TURNS BACK TOWARDS FINN,

Timing:

SEP 12 2014

(AL)



1025/196

1025/196

EPISODE # 1025-196

1025/196



# ADVENTURE TIME



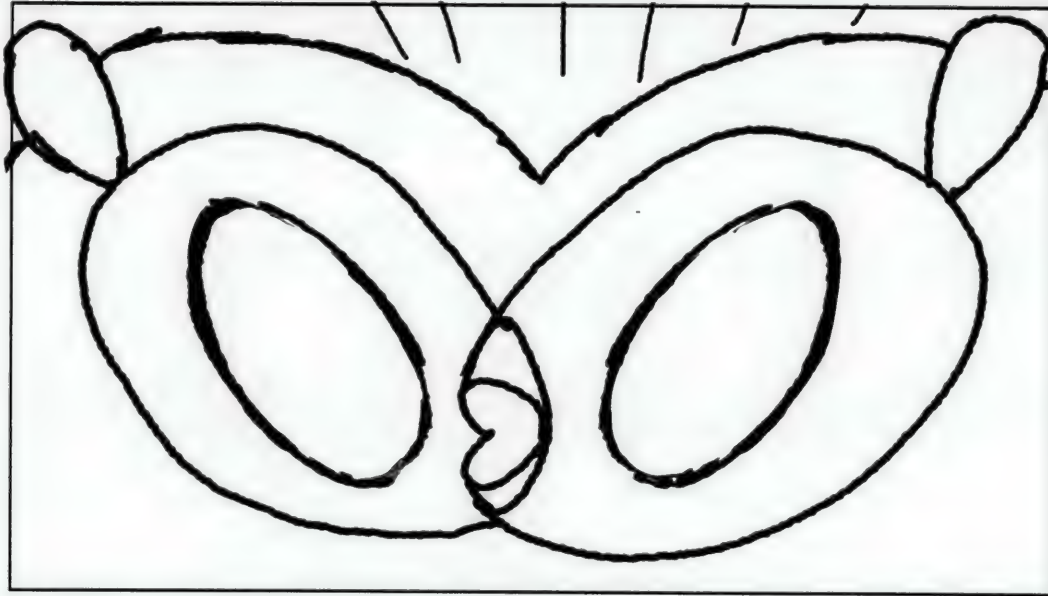
Sc.

42 cont Pnl.

B

Bg.

day night

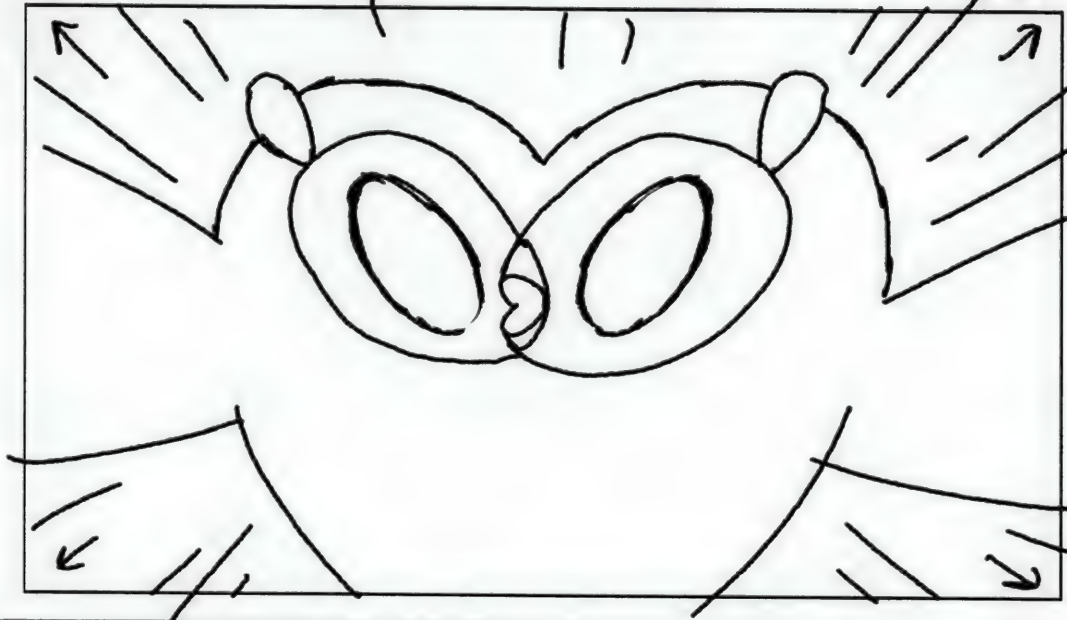


Sc.

42 cont Pnl. C

Bg.

Page 58  
58A NEXT  
day night



Dialog:

CO/ HOOOOO!

Action:

- Fast TRUCK OUT.  
Speed Lines  
COLOR CARB BG.

Timing:

SEP 12 2014

FADE  
to white

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196



# ADVENTURE TIME



Sc. **42 CONT** Pnl. **D** Bg.

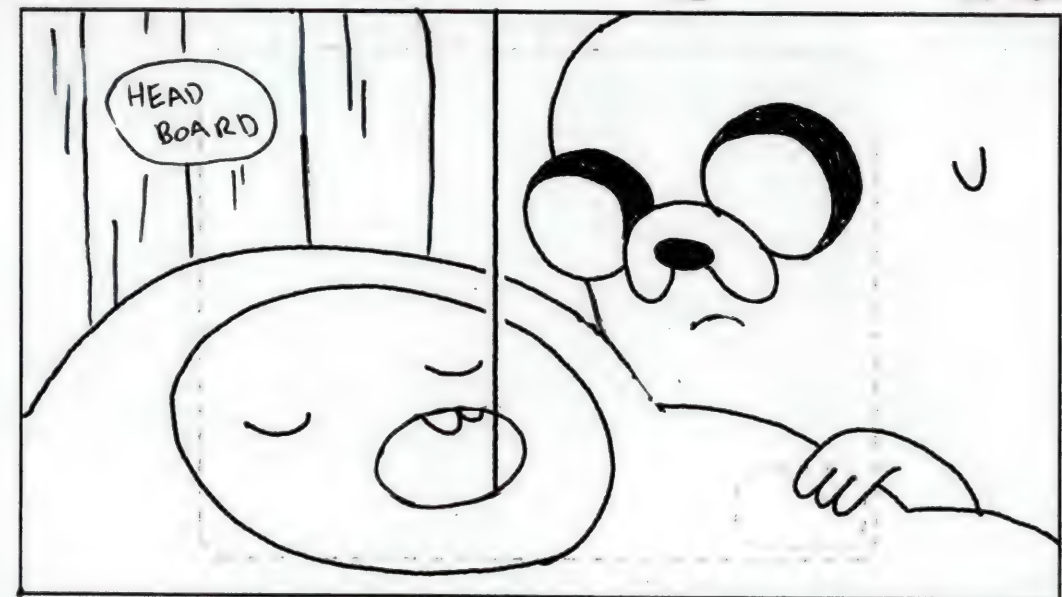
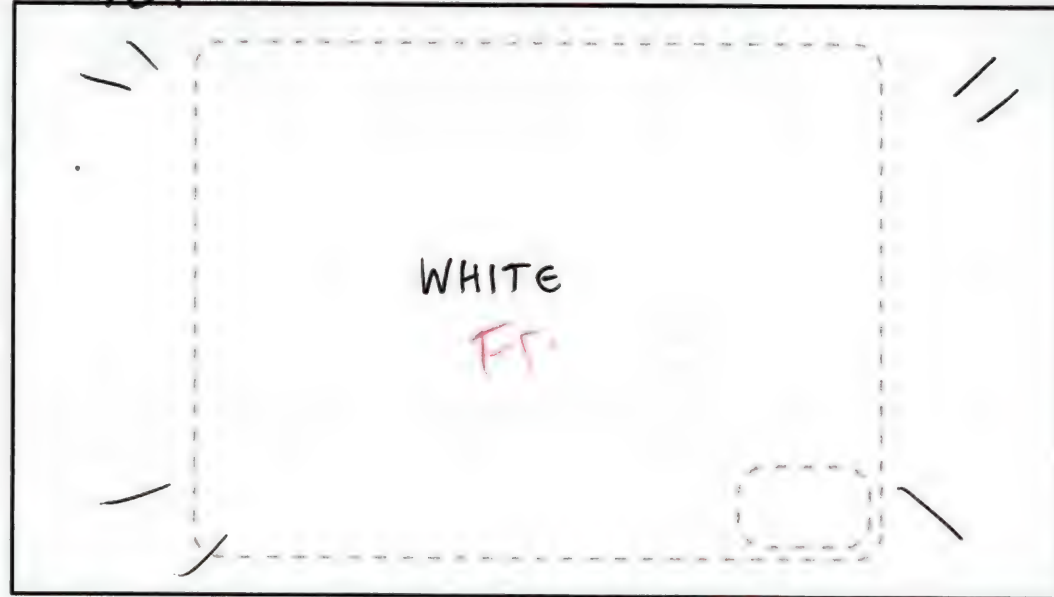
day night

Sc. **43**

Pnl. **A**

Bg.

Page **58A**  
**59 NEXT**  
day night



Dialog:

FADE IN

F: [BREATHING, MOUTH OPEN]

Action:

-FADE IN ON FINN SLEEPING

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196



# ADVENTURE TIME



HW  
CUT

Sc. 43 CONT Pnl. B Bg. day night

Sc. 44 Pnl. A Bg. day night

Dialog:

J: (whisper) I don't know, Shelby

J(o.s.): (whisper) I think it's too dark in there

Action: FINN IS SLEEPING.  
He has fishing line in his mouth.

Timing:

SEP 12 2014



# ADVENTURE TIME



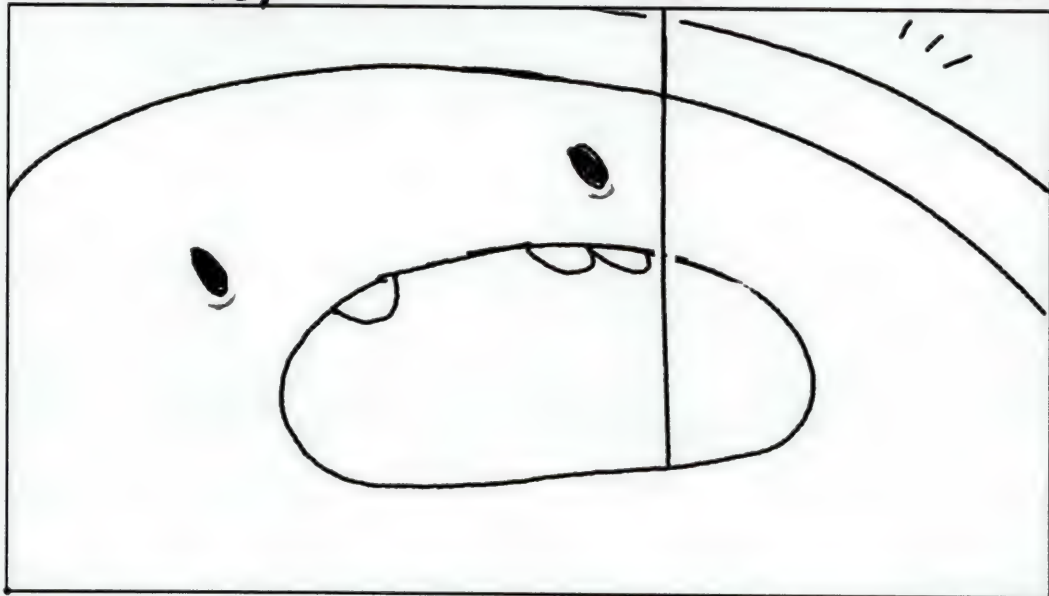
No sc. 45

Page 60

Sc. 44 *CONT* Pnl. B

Bg.

day night

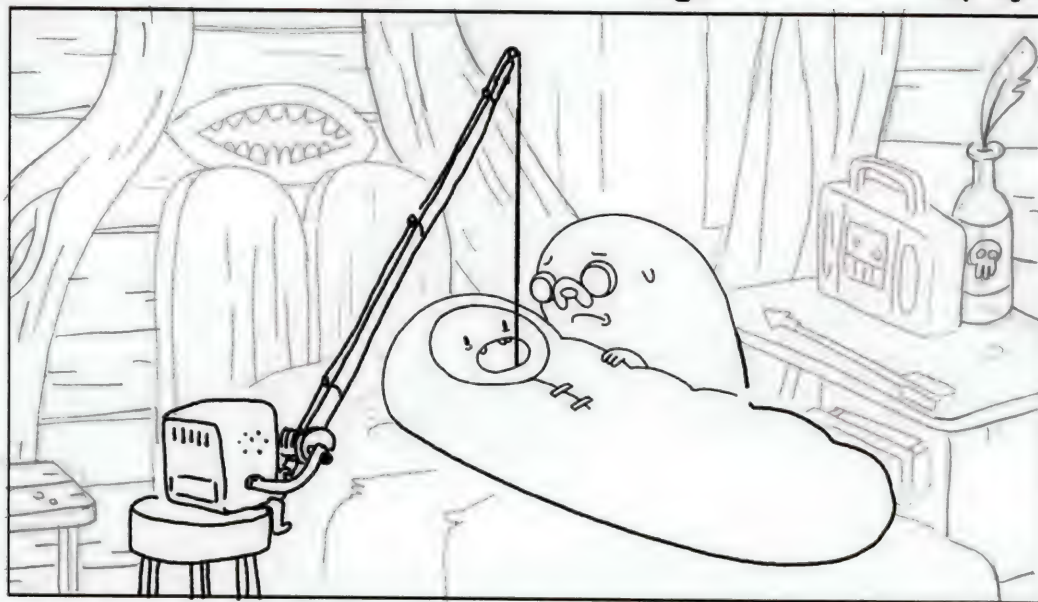


Sc. 46

Pnl. A

Bg.

day night



Dialog:

F/ GAHH!

Action:

- F. WAKES UP WITH A START.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196



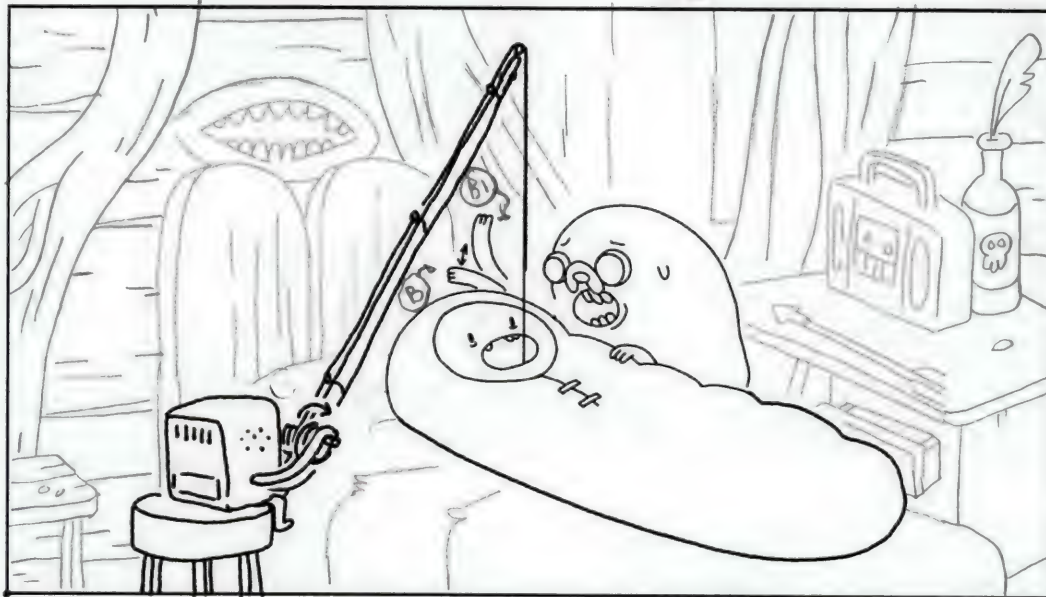
# ADVENTURE TIME



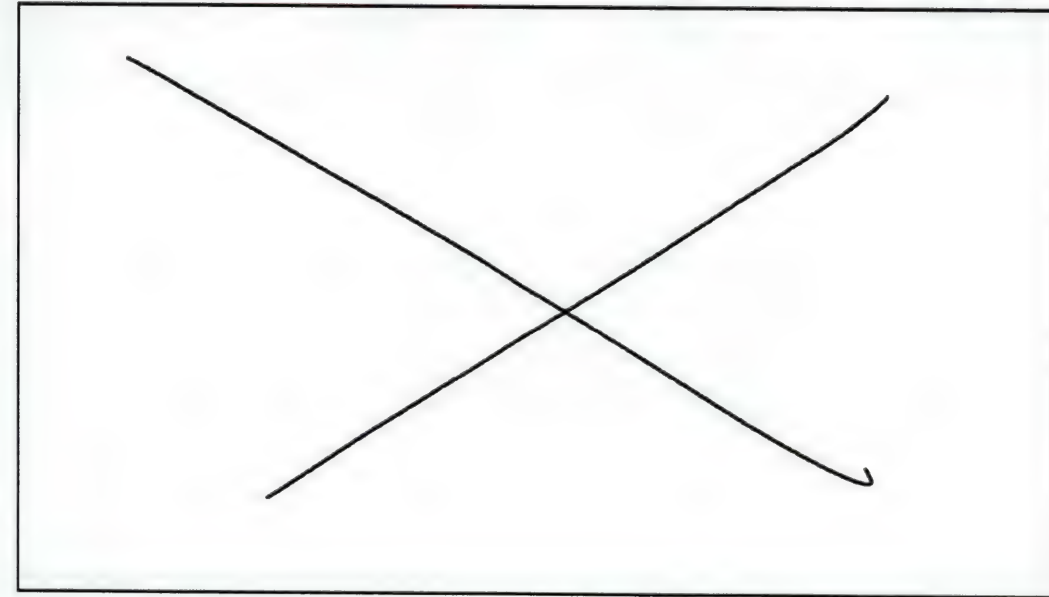
*Has Cut*

Page 61

Sc. 46 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

JAKE/ PULL HIM UP. PULL HIM UP!

Action:

Bmo Quiky Reels in the Live.

Timing:



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Production :

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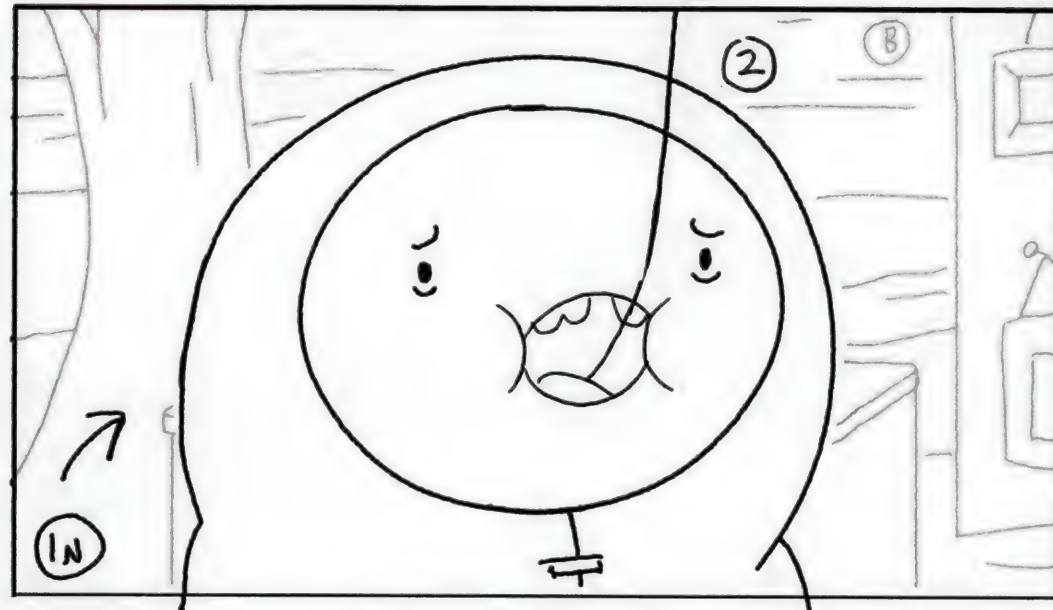


# ADVENTURE TIME

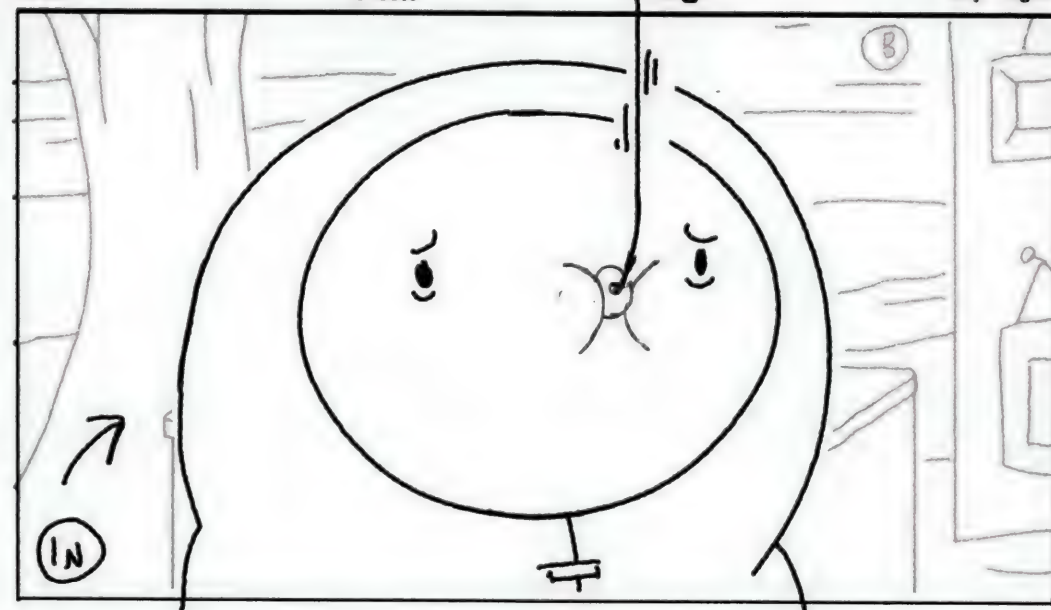


Page 62

Sc. 47 Pnl. A Bg. day night



Sc. 47 CONT Pnl. B Bg. day night



Dialog:

Action: Finn  
sits up.

Timing:



STRING YANK YANK S

SEP 1 2 2014

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

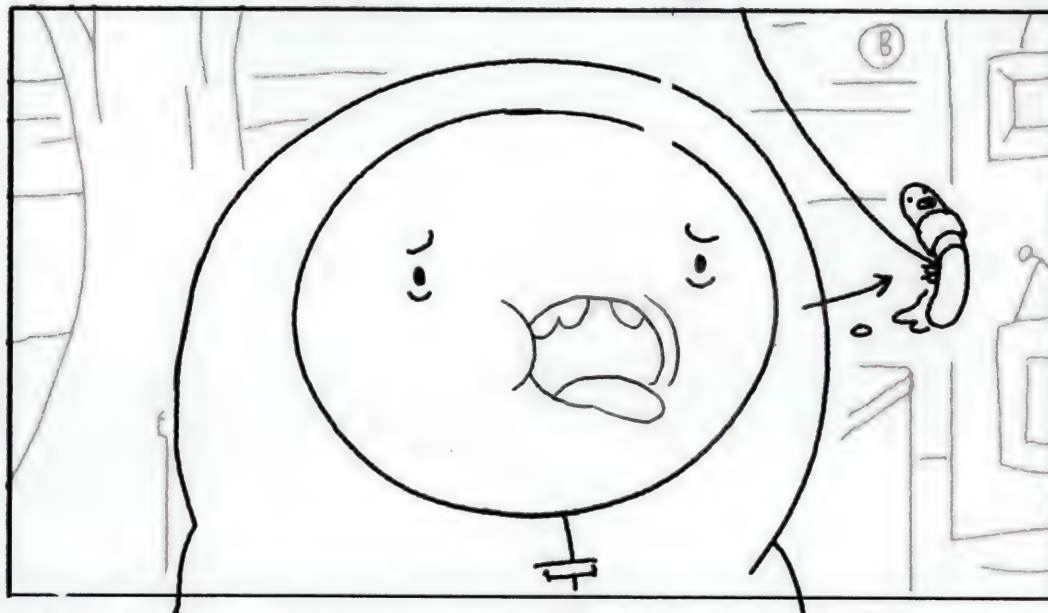


# ADVENTURE TIME

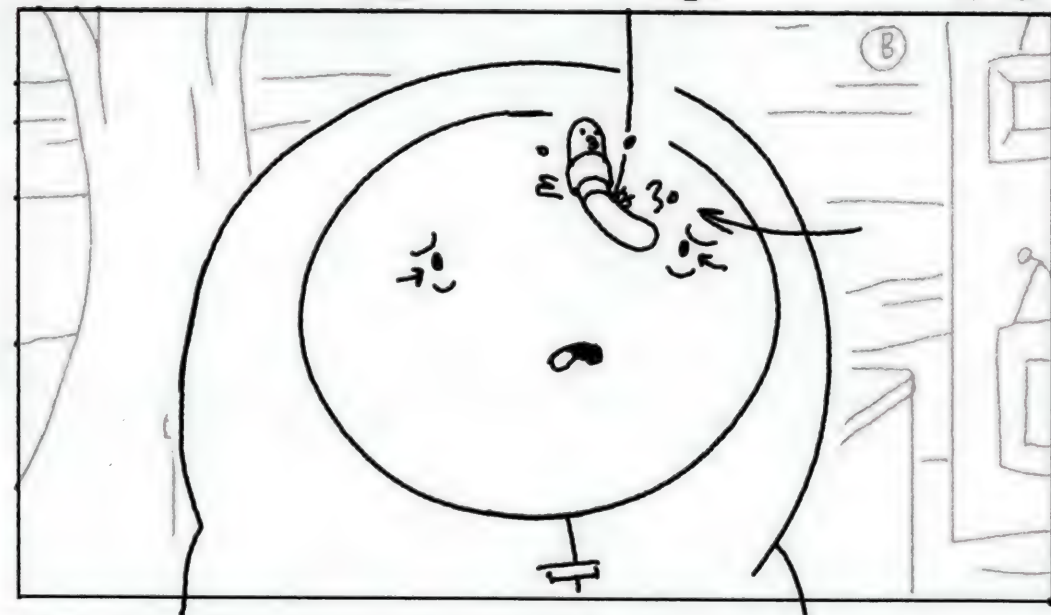


Page 63

Sc. 47 cont Pnl. C Bg. day night



Sc. 47 cont Pnl. D Bg. day night



Dialog:

(F) BLUH,

sfx/\*SPLUT\*

Action:

FINN Spits out shelby

shelby SPLATS AGAINST FINNS FACE.

SEP 1 2 2011

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

# ADVENTURE TIME



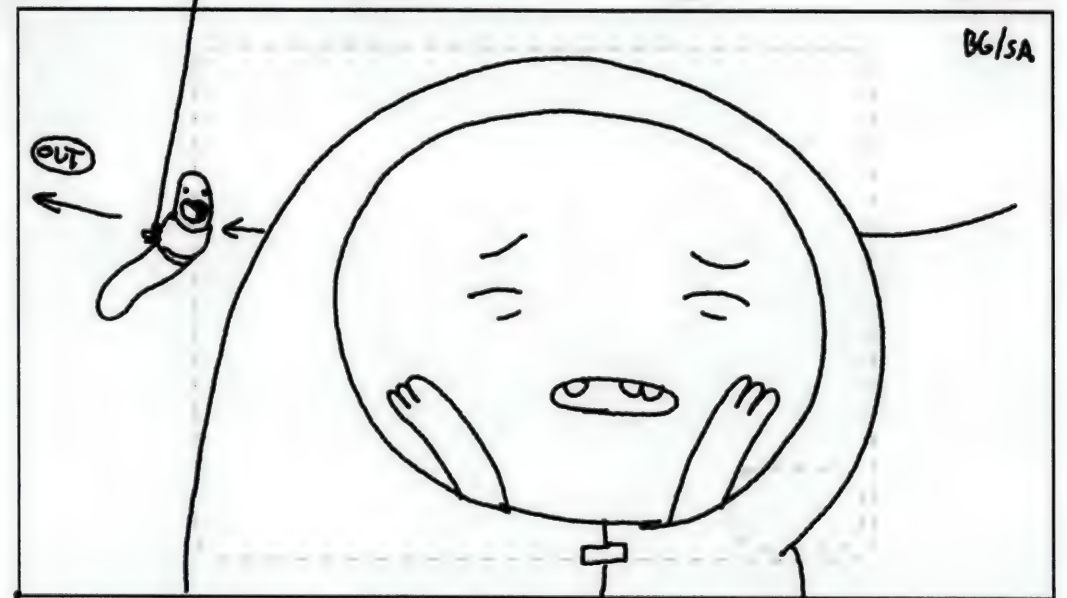
64

Page

Sc. 47 CONT Pnl. E Bg. day night



Sc. 47 CONT Pnl. F Bg. day night

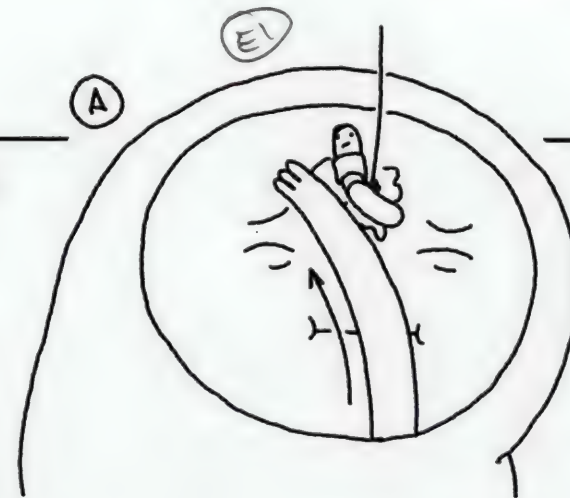


Dialog:

E/[WEAK GRUNTS]

Action: FINN BRUSHES SHELBY off his forehead.

Timing:



UHM...  
F/ I - THINK - I - JUST - HAD - A - PROPHEIC - DREAM.

SEP 12 2014

HIS HANDS MOVE TO EMPHASISE EACH WORD.



EPISODE # 1025-196

Production :

1025/196

1025/196

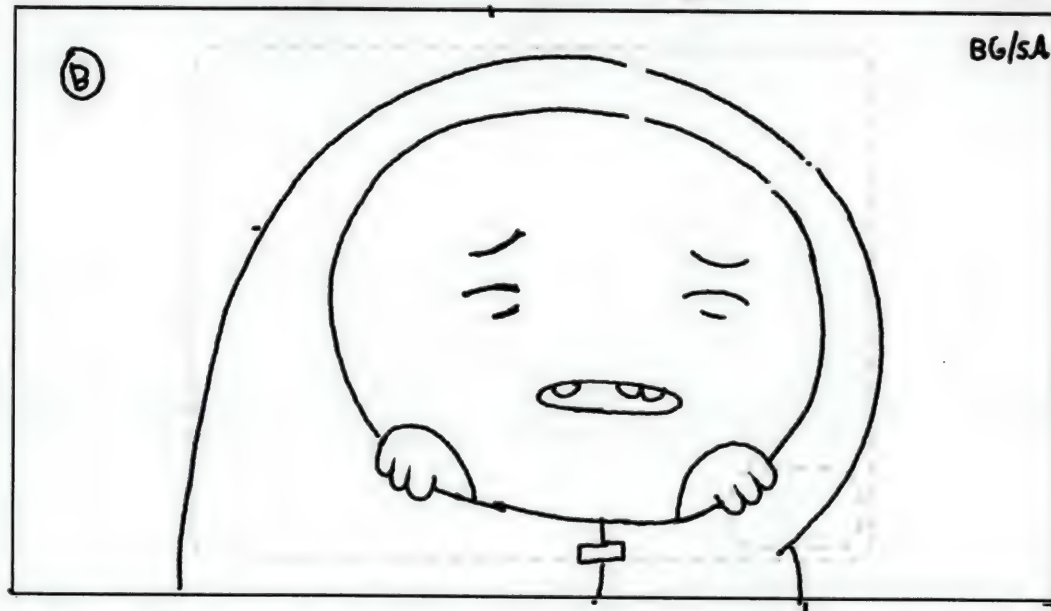


# ADVENTURE TIME

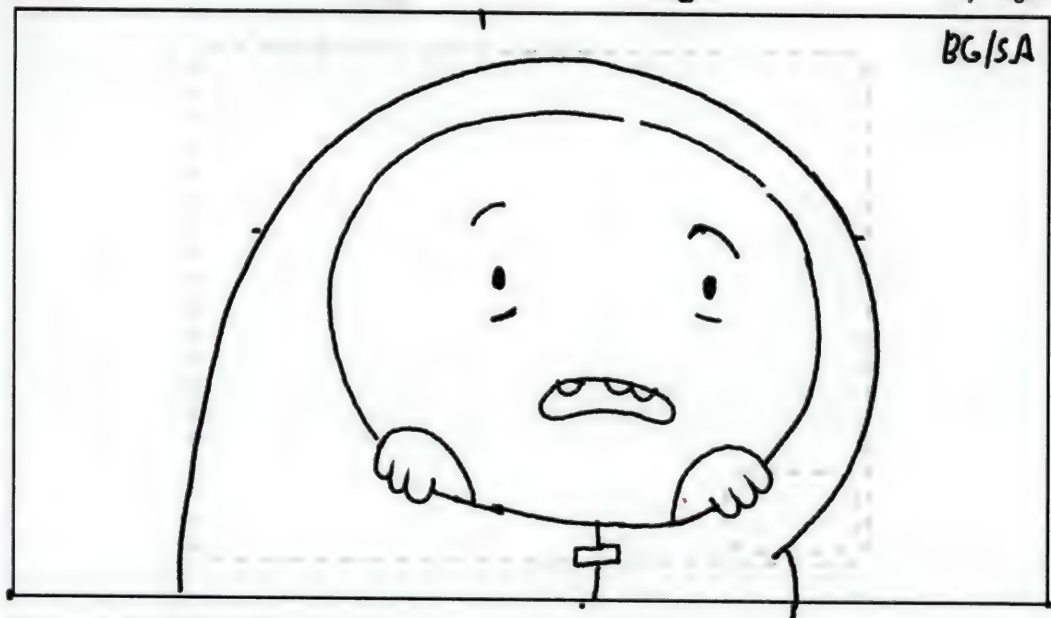


Page 65

Sc. 47 CONT Pnl. G Bg. day night



Sc. 47 CONT Pnl. H Bg. day night



Dialog:	<u>F</u> / COSMIC OWL WAS IN IT.	<u>F</u> / BUT HE WAS ACTING ALL C...
Action:		
Timing:		

SEP 12 2014

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

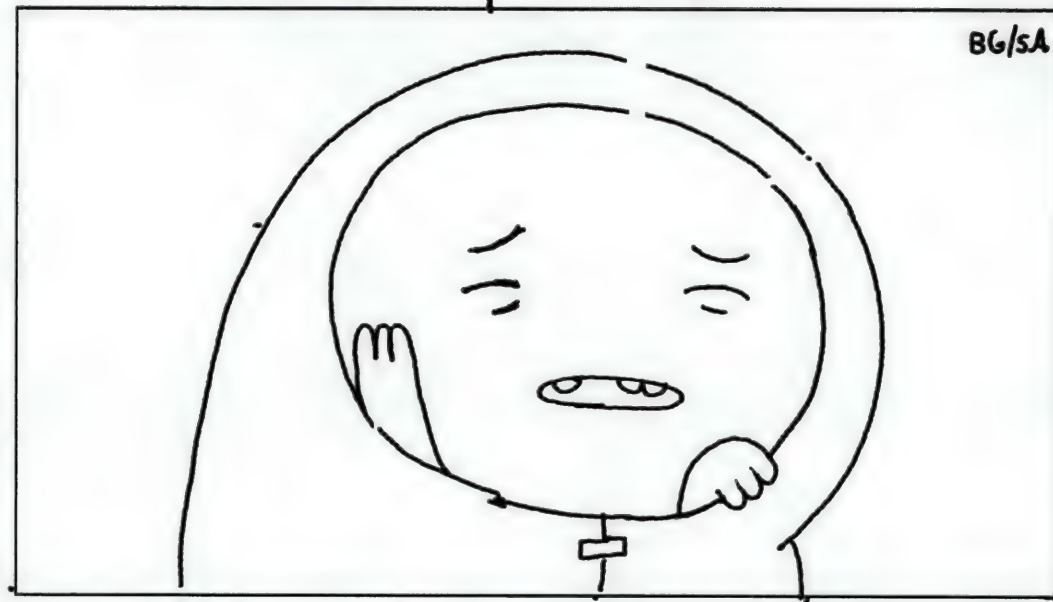
# ADVENTURE TIME



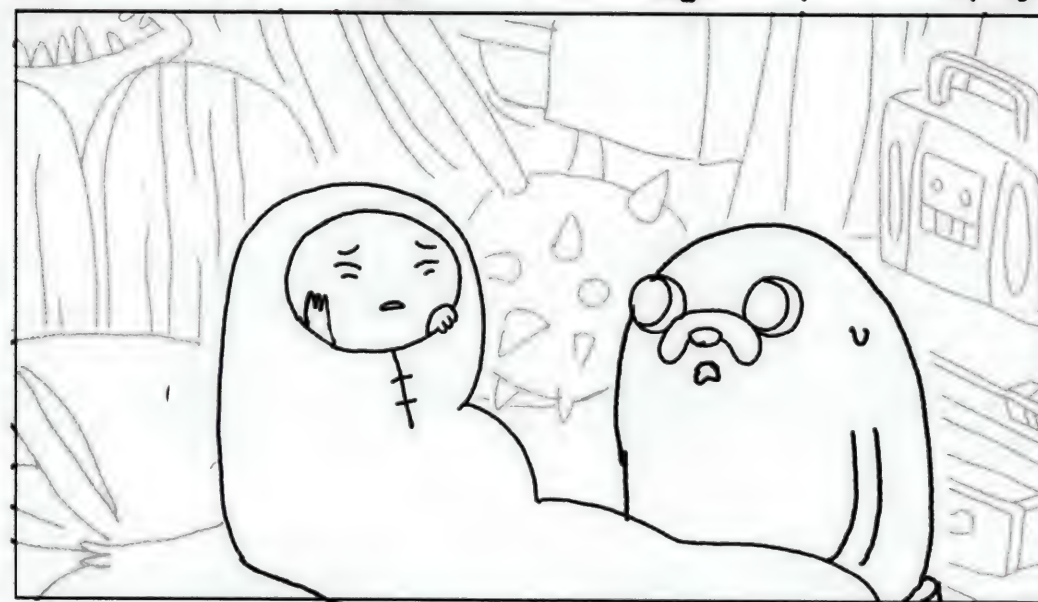
*Handwritten: Hic*

Page 66

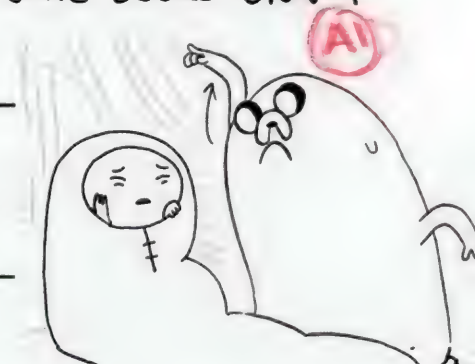
Sc. 47 cont Pnl. I Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	<i>- Choco Loco</i>	<i>J/ FINN...</i>
Action:	<i>- JAKE LOOKS GRAVE,</i>	
Timing:	<i>(AI)</i>	SEP 12 2014



1025/196

EPISODE # 1025-196

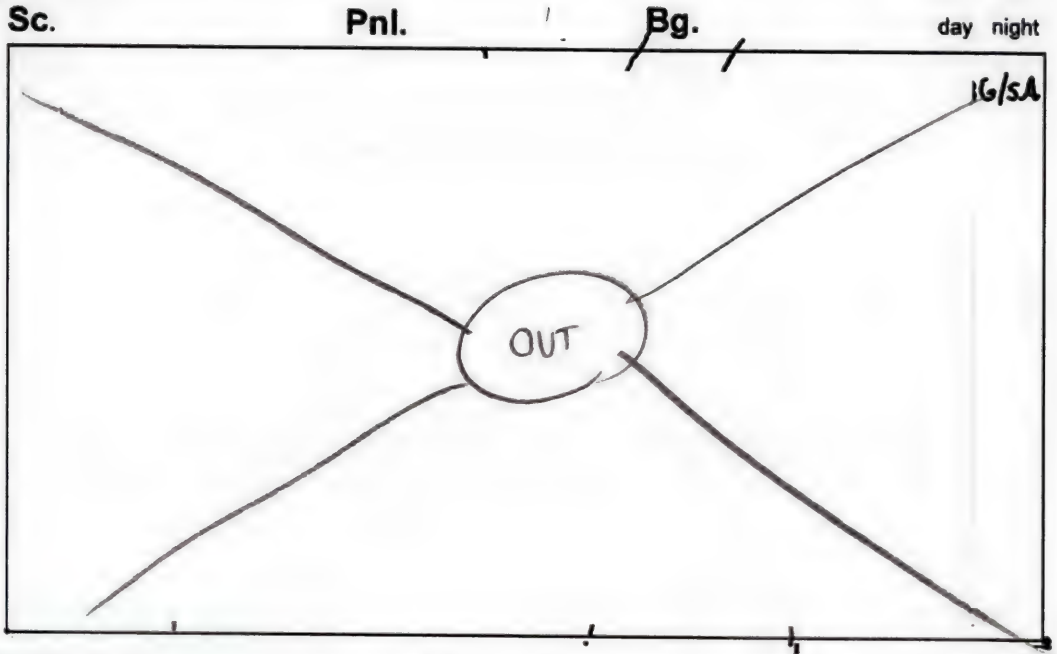
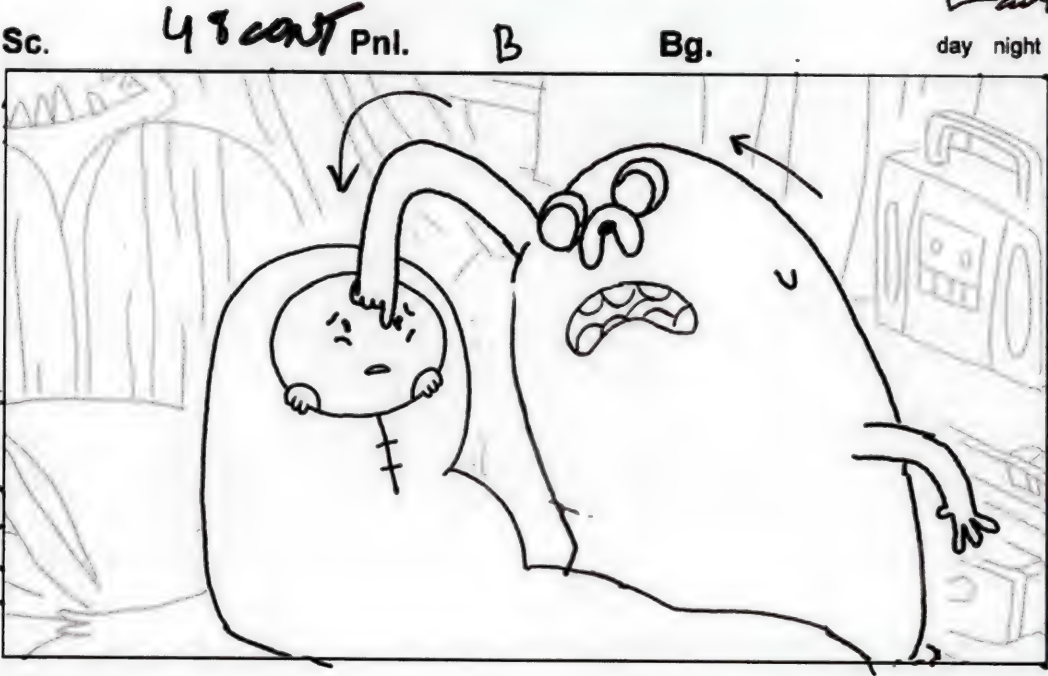
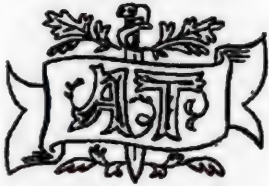
Production :

1025/196

1025/196



ADVENTURE TIME



Dialog:

J/ YOU GOTTA GO BACK TO SLEEP!

Action:

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

# ADVENTURE TIME

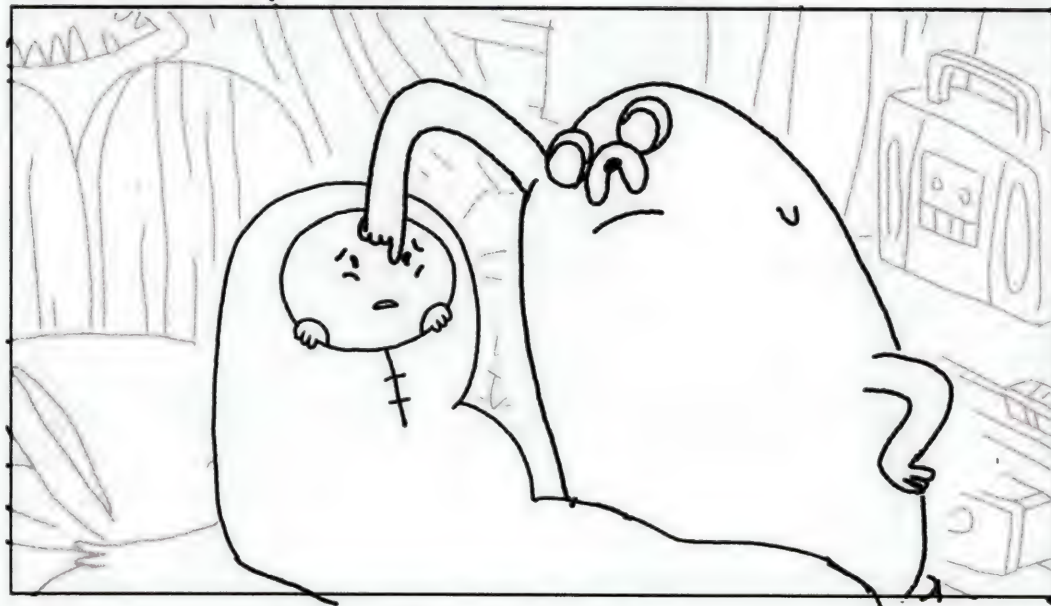


Page **68**

Sc. 48 *cont* Pnl. C

Bg.

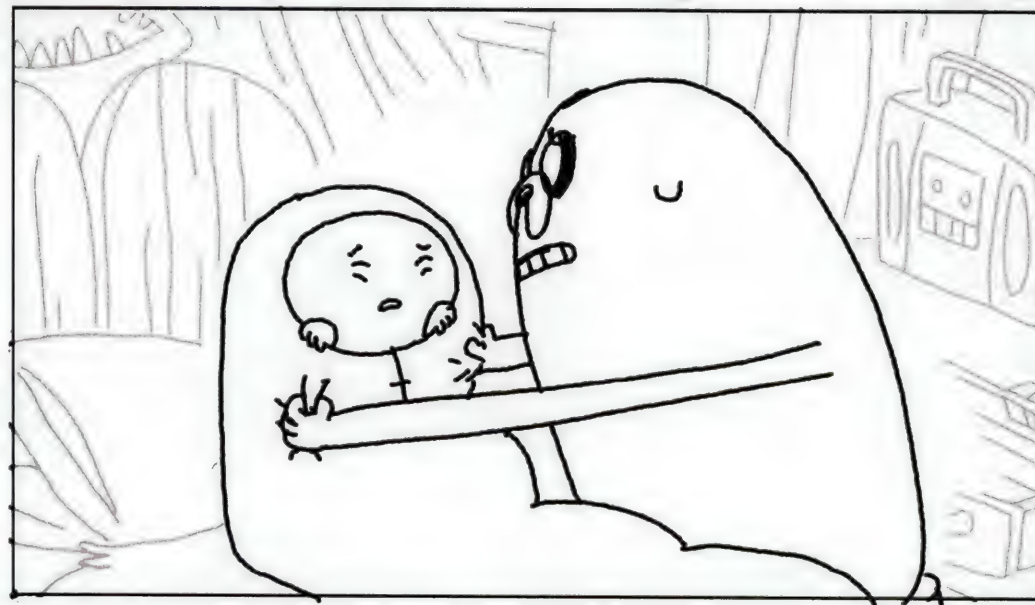
day night



Sc. 48 *cont* Pnl. D

Bg.

day night



Dialog:

*Fin:* HUH ?

J: COSMIC OWL DREAMS  
ARE IMPORTANT ALWAYS

Action:

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196



# ADVENTURE TIME

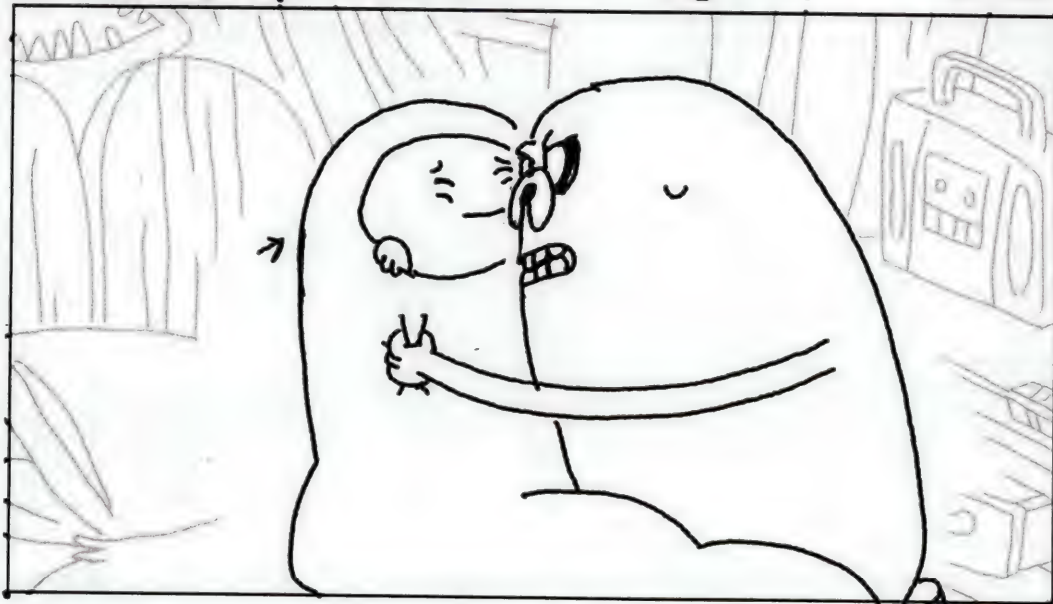


Page 69

Sc. 48 *CONT* Pnl. E

Bg.

day night



Sc. 48 *CONT* Pnl. F

Bg.

day night



Dialog:

⓵ YOU GOTTA FIND HIM AGAIN.

ⓕ YEAH, BUT LAST TIME I CHASED A COSMIC OWL DREAM I GOT DUMPED.

Action: JAKE TALKS THROUGH GRITTED TEETH.

JAKE SHAKES FINN BACK N' FORTH.

Timing:

SEP 12 2014



1025/196

EPISODE # 1025-196

1025/196

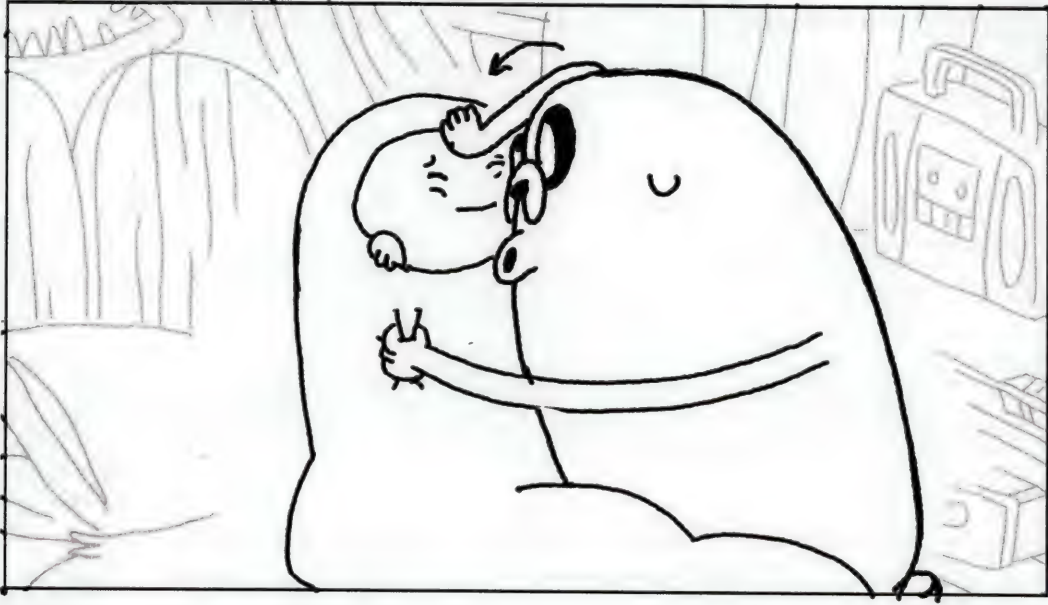
1025/196

ADVENTURE TIME

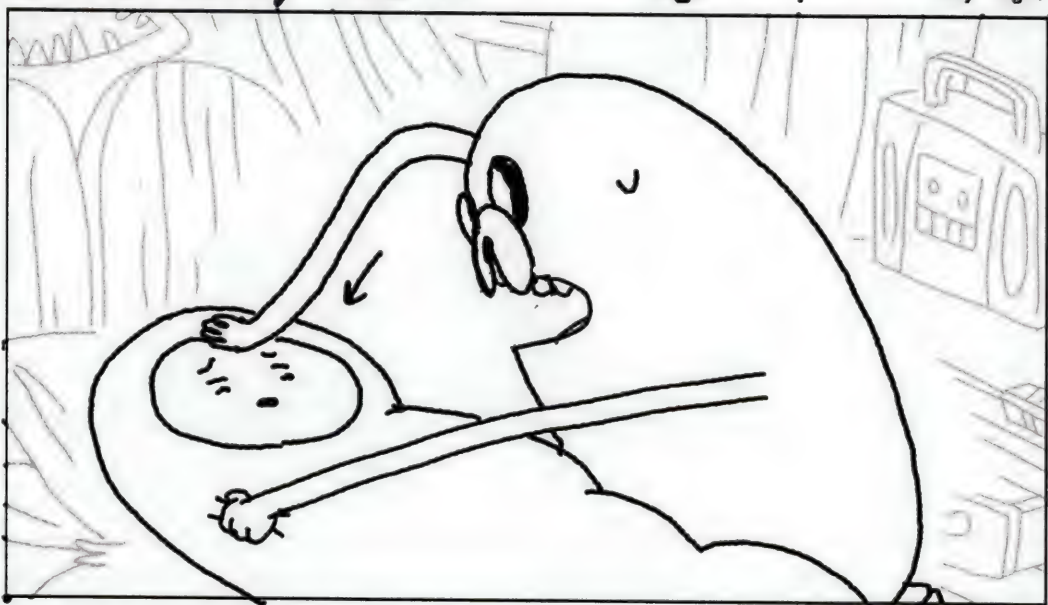


Page 70

Sc. 48 *CONT* Pnl. G Bg. day night



Sc. 48 *CONT* Pnl. H Bg. day night



Dialog:	<u>J</u> / SHHHHHHHHH
Action:	<u>J</u> / GET BACK IN THERE.  - JAKE PUTS FINN BACK DOWN TO SLEEP
Timing:	SEP 12 2014

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

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ADVENTURE TIME



No sc. 49

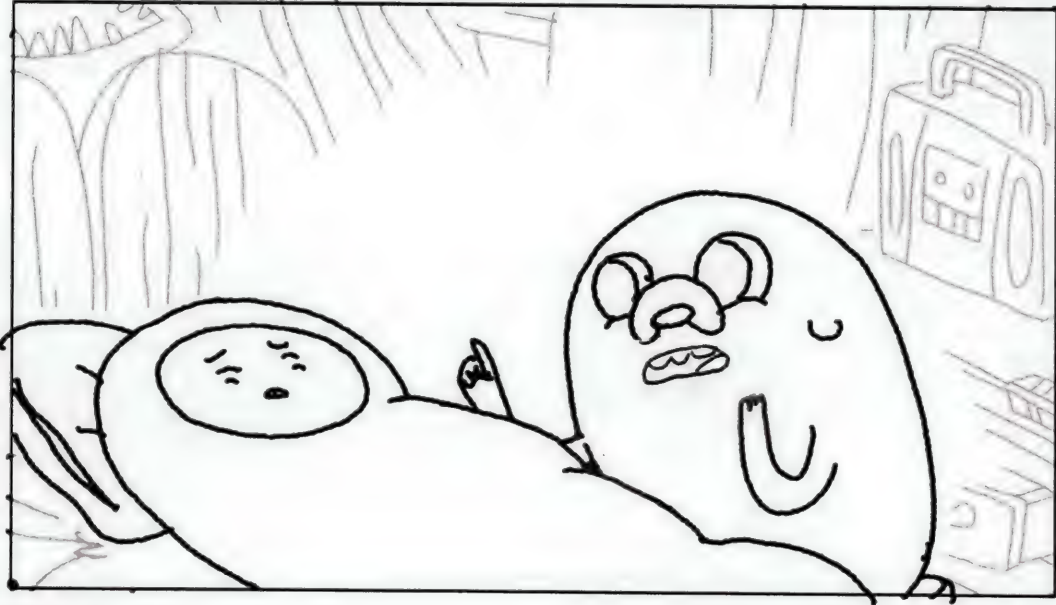
Page 71

Sc. 48 *cont*

Pnl. I

Bg.

day night

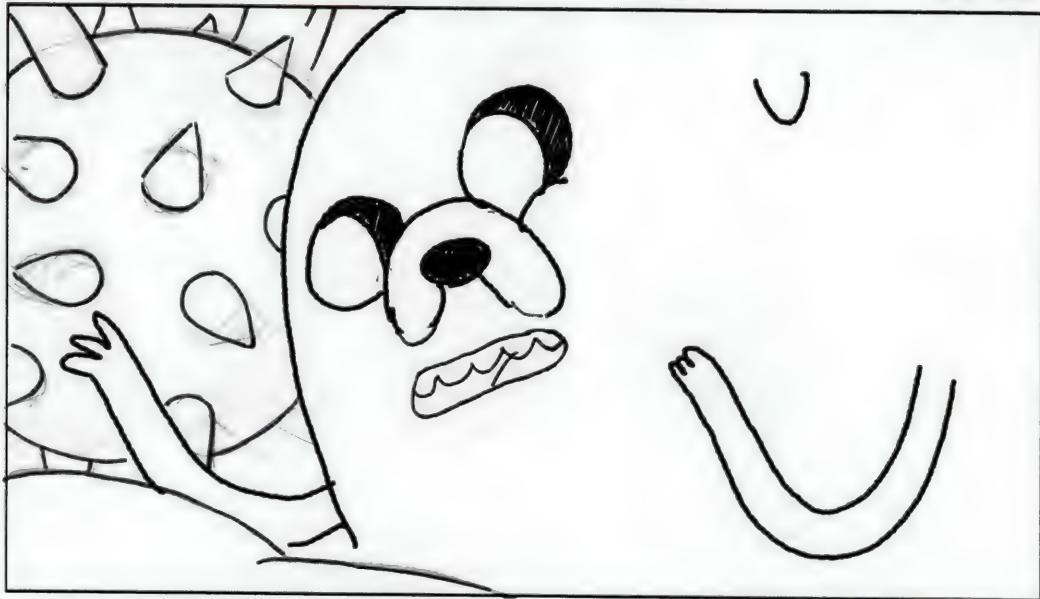


Sc. 50

Pnl. A

Bg.

day night



Dialog:

J/ IT'S TOO IMPORTANT.

J/ YOU DON'T GOT TIME to  
WASTE ON...

Action:

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

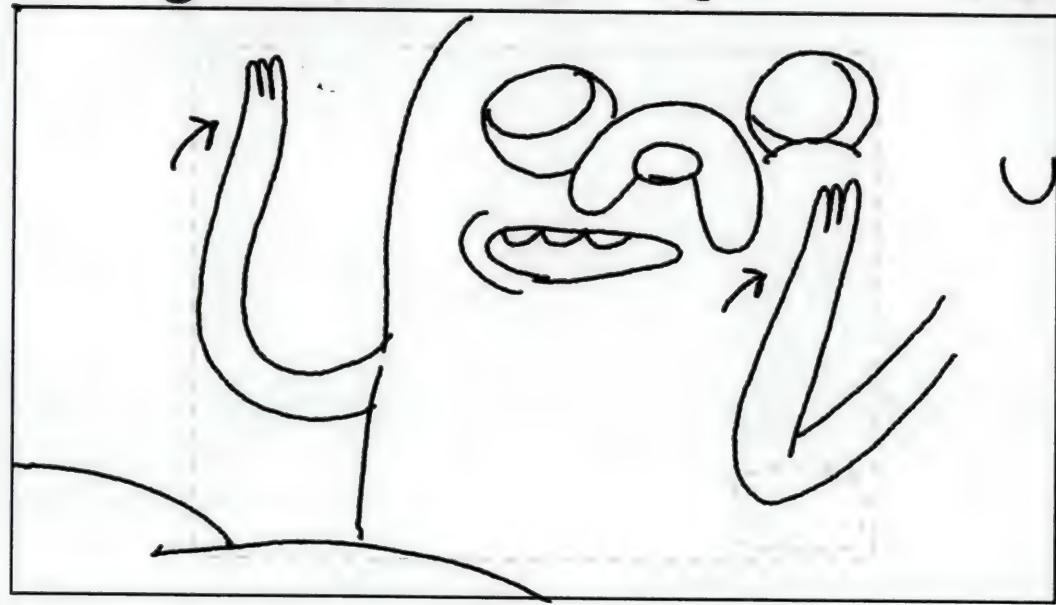
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# ADVENTURE TIME

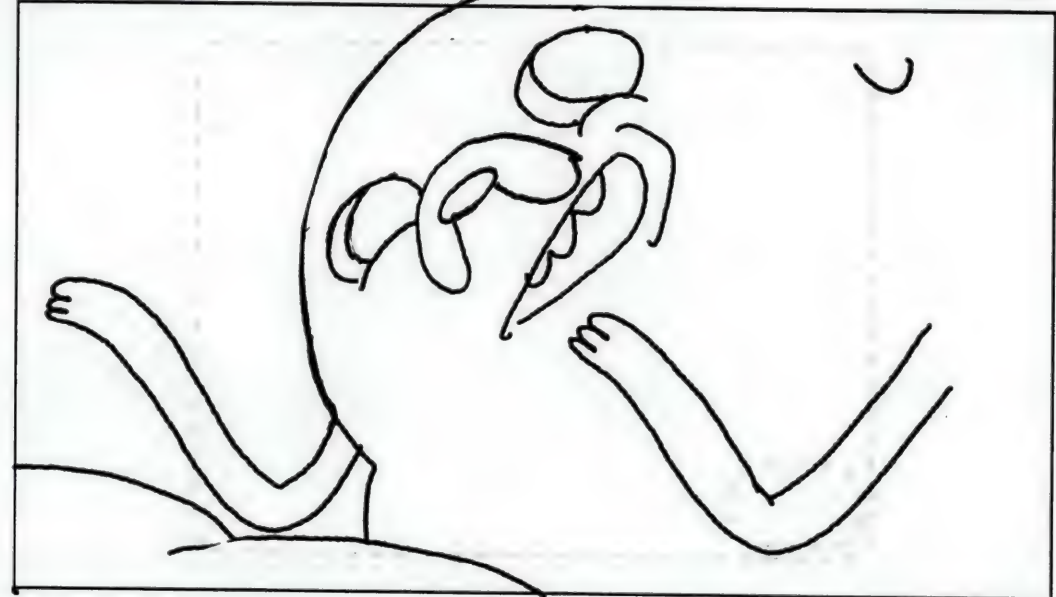


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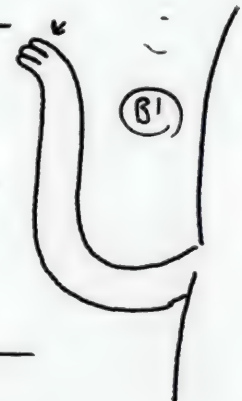
Sc. 50 cont Pnl. B Bg. day night



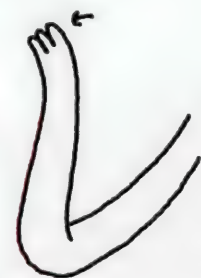
Sc. 50 cont Pnl. C Bg. day night



Dialog:	
① "MY CLASS RING" OR "BETS WITH SHELBY" OR J/ "STOMACH" - FISHING	
Action:	- JAKE MAKES AIR QUOTES.
Timing:	



S/A  
(B)



S/A (C)

SEP 12 2014



FINISHED

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1025/196

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1025/196

1025/196



# ADVENTURE TIME



*Cut*

73

Page

Sc.

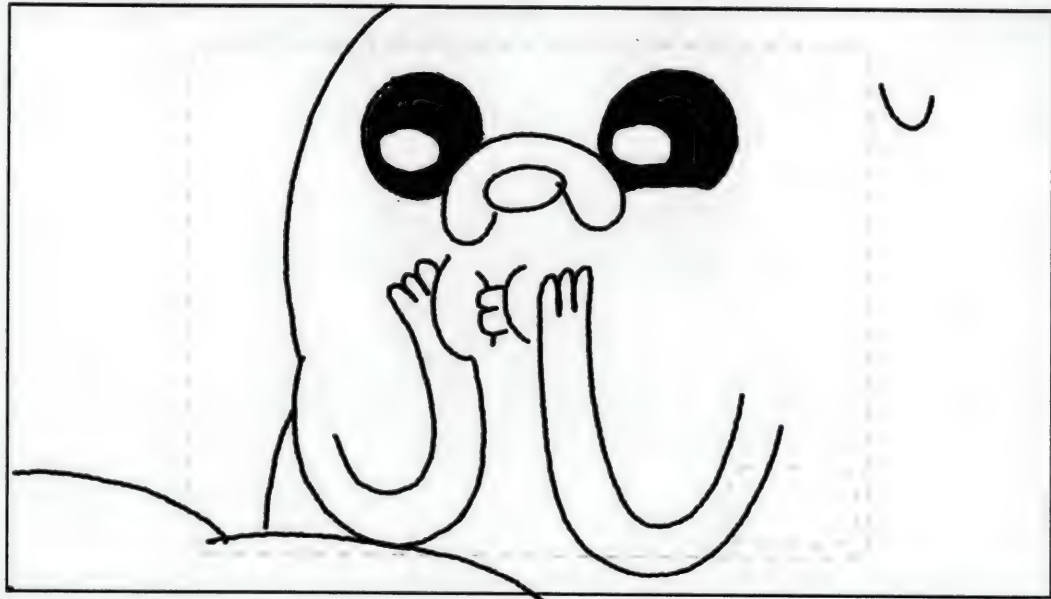
50 cont

Pnl.

D

Bg.

day night

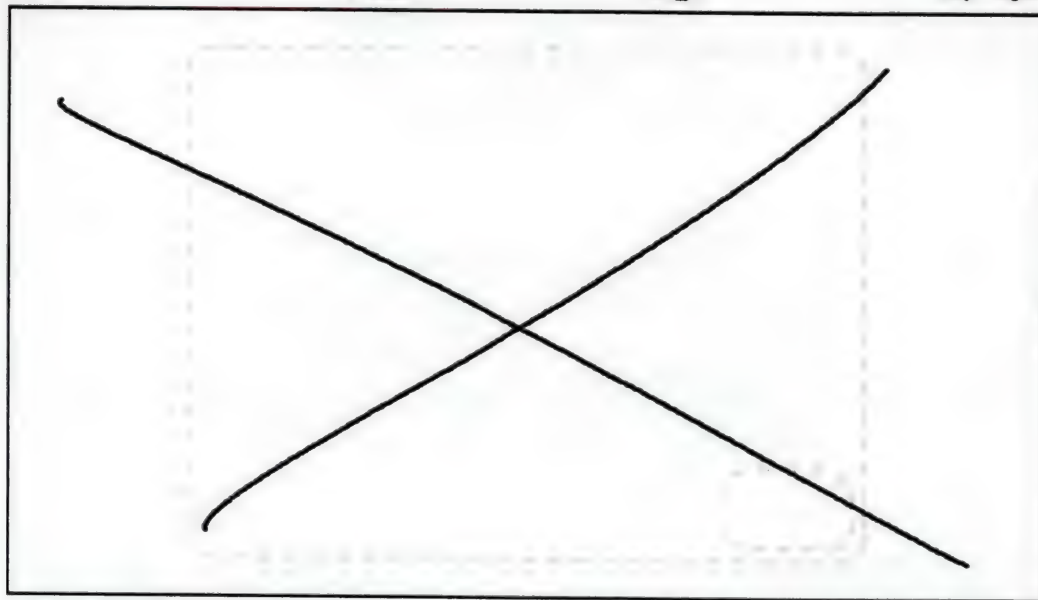


Sc.

Pnl.

Bg.

day night



Dialog:

J/ oop

Action:

- J. CATCHES HIMSELF

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

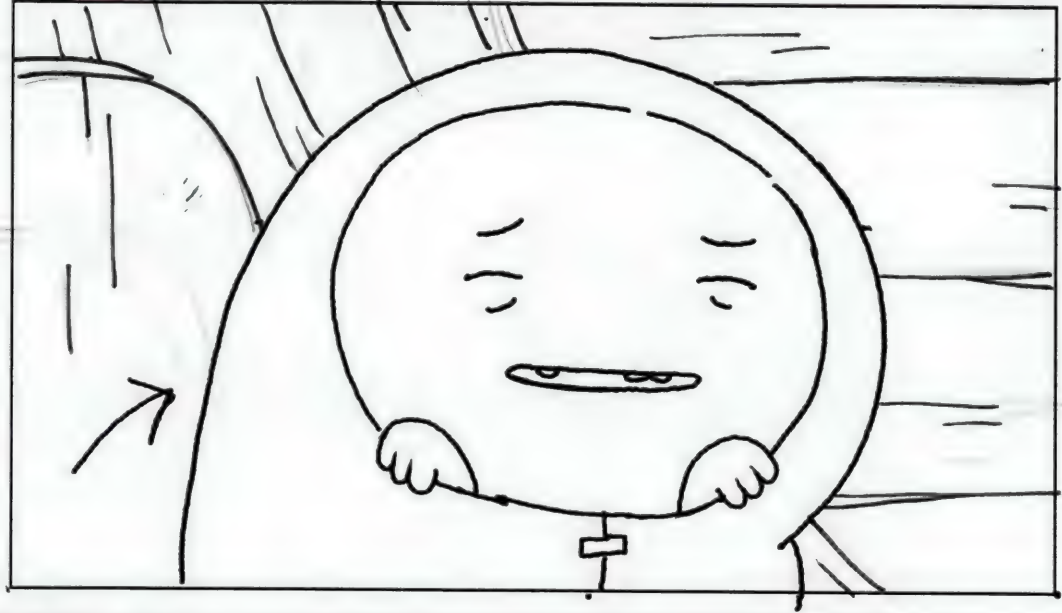
1025/196

# ADVENTURE TIME

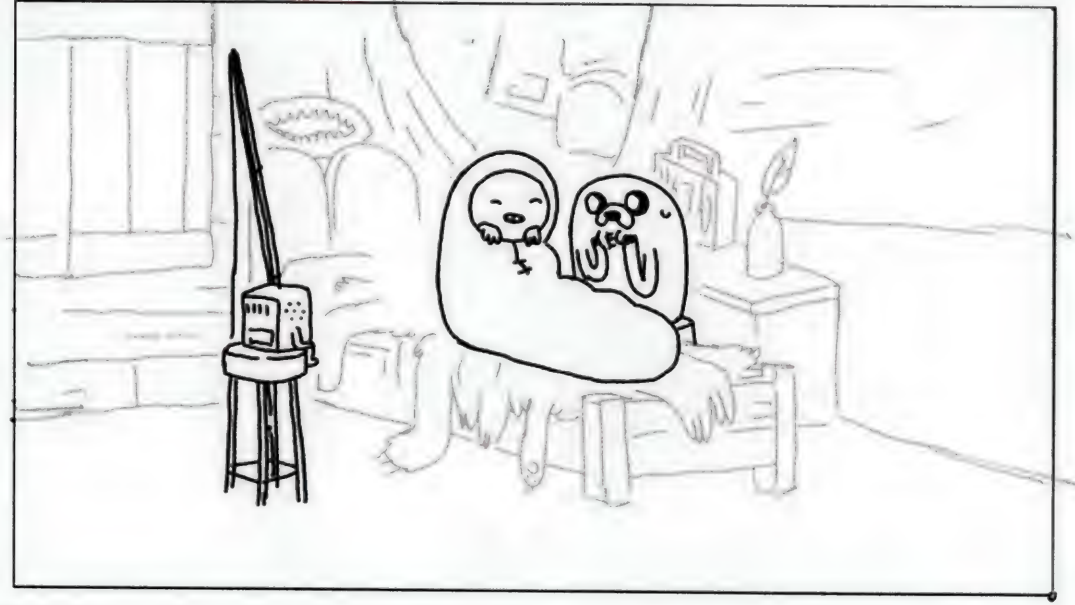


Page **74**

Sc. **51** Pnl. **A** Bg. day night



Sc. **52** Pnl. **A** Bg. day night



Dialog:	
<u>F / WHAAAT...</u>	
Action:	
Timing:	

Finn sits back up.



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Production :

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1025/196

1025/196

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# ADVENTURE TIME



Sc. **52 cont** Pnl. **B**

Bg.

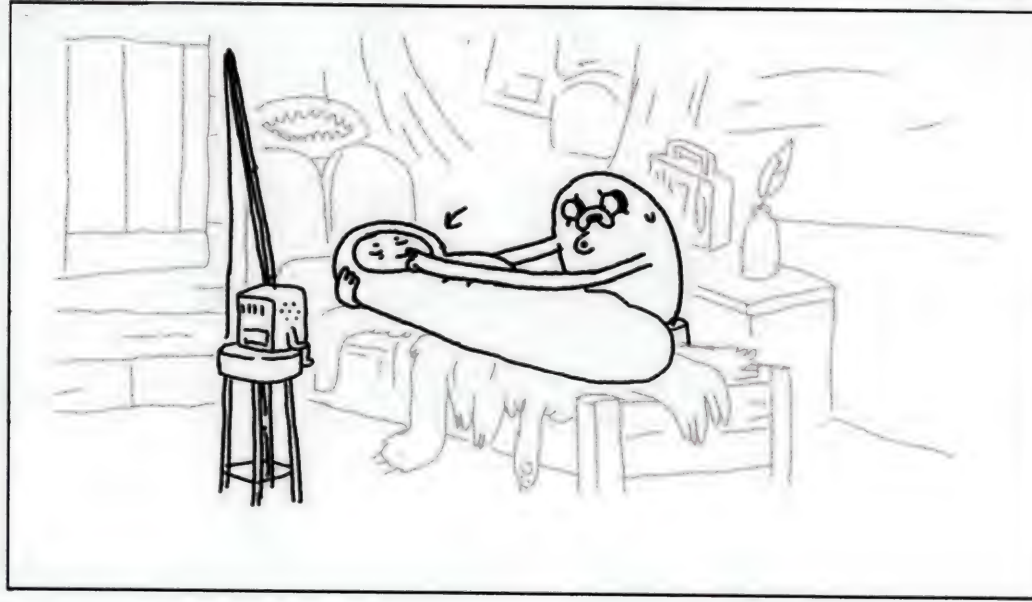
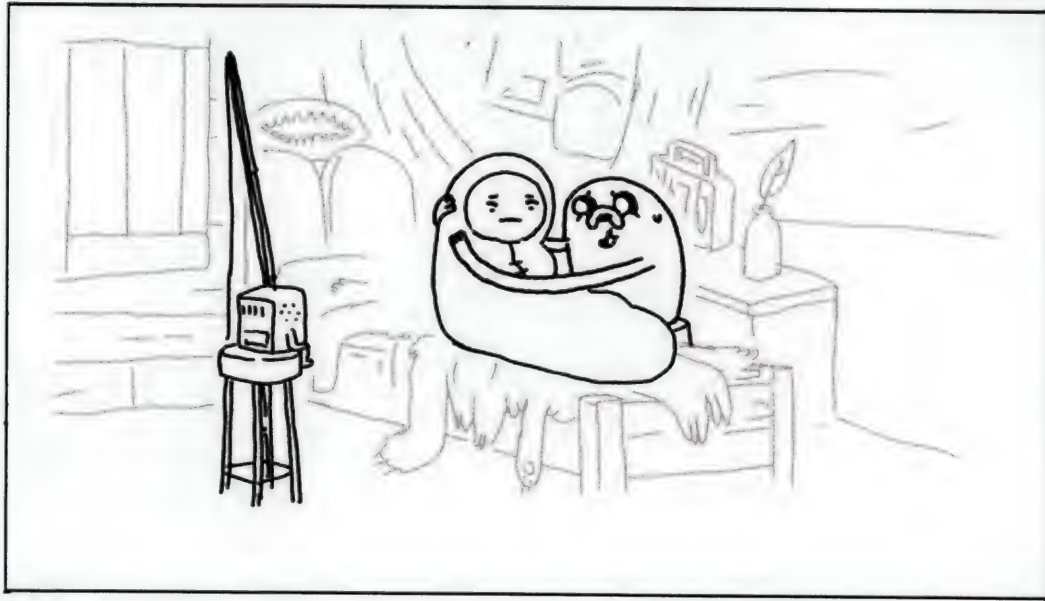
day night

Sc.

**52 cont** Pnl. **C**

Bg.

Page **75**  
day night



Dialog:

J/ SHH - SHH - SHH - SHH.

Action:

< JAKE LAYS FINN DOWN AGAIN.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

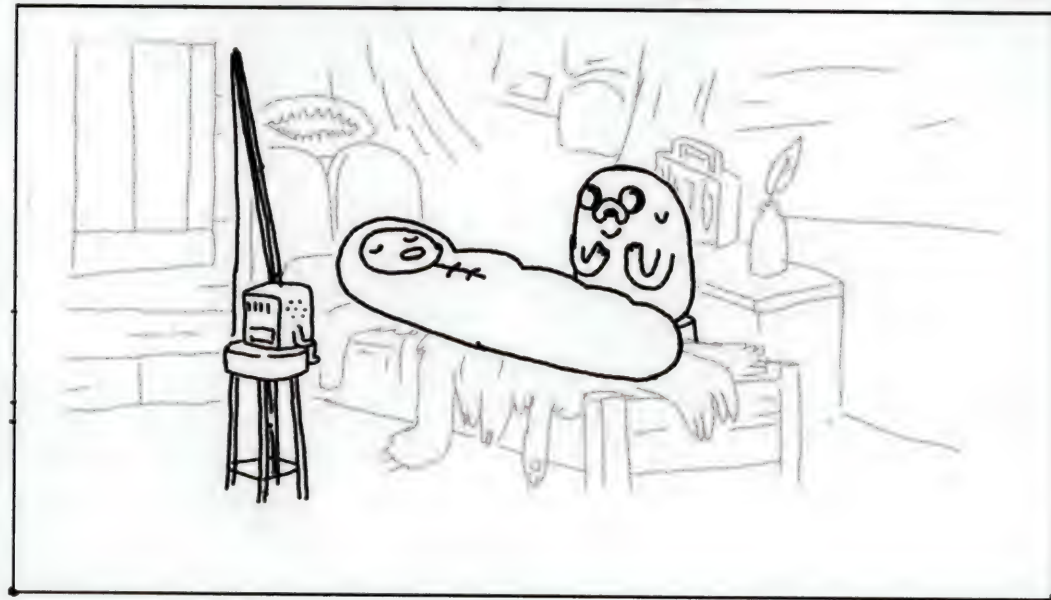
1025/196

# ADVENTURE TIME

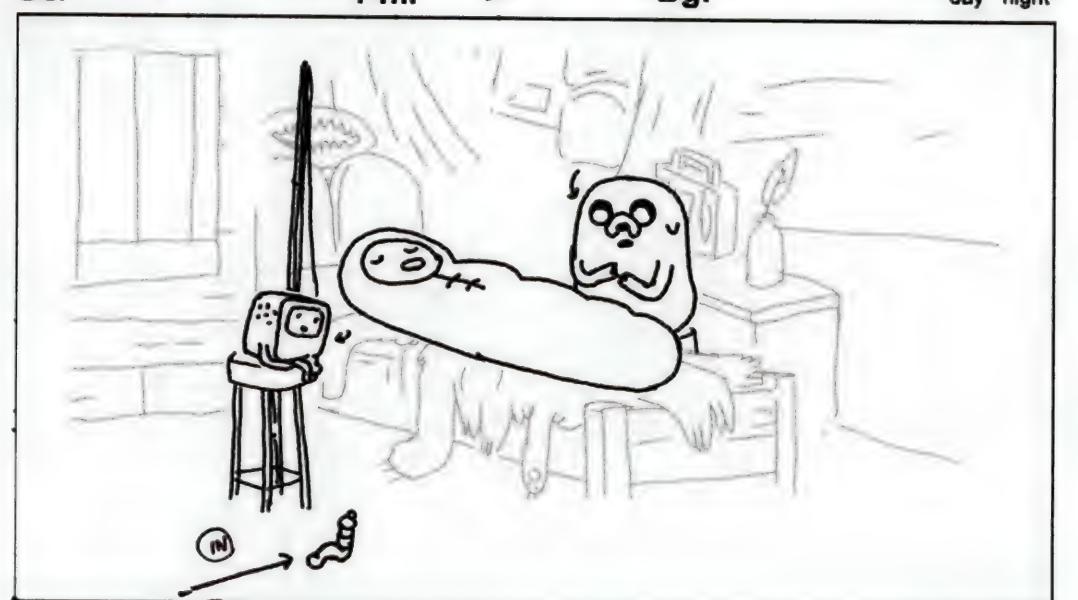


Page **76**  
day night

Sc. **52 cont** Pnl. **D** Bg. day night






Sc. **52 cont** Pnl. **E** Bg. day night



*No Cut*

EPISODE # 1025-196

1025/196

Dialog:	<b>F/[SNORING.]</b>		<b>J: A'ight let's do it.</b>		<b>(E1)</b>
Action:			<b>SHELBY COMES IN.</b>		
Timing:	<b>DETAIL:</b>  <b>CYCLE.</b> <b>(E1)</b>		<b>S/A POS(E)</b> 		<b>SEP 12 2011</b>

Production :

1025/196

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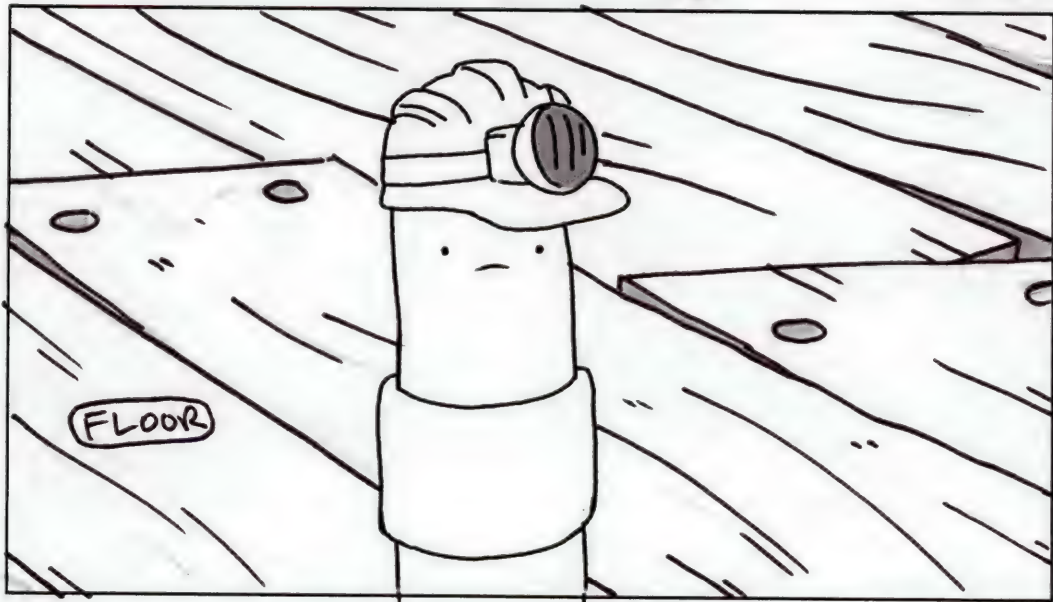
1025/196



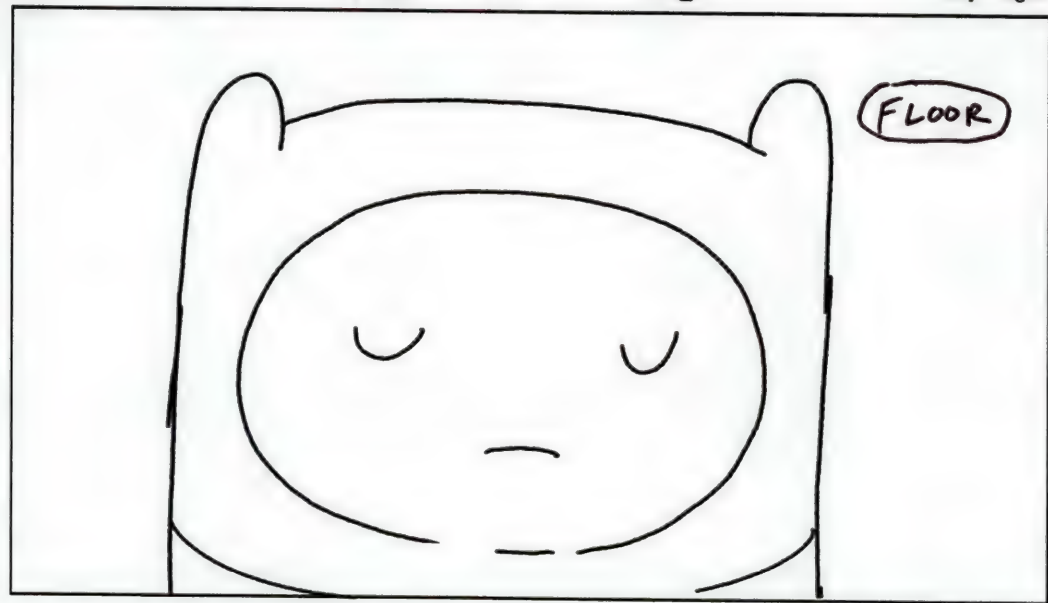
# ADVENTURE TIME



Sc. **53** Pnl. **A** Bg. day night



Sc. **54** Pnl. **A** Bg. day night



Dialog:

Action:

Timing:



Finn opens EYES.



1025/196

EPISODE # 1025-196

1025/196

1025/196

1025/196

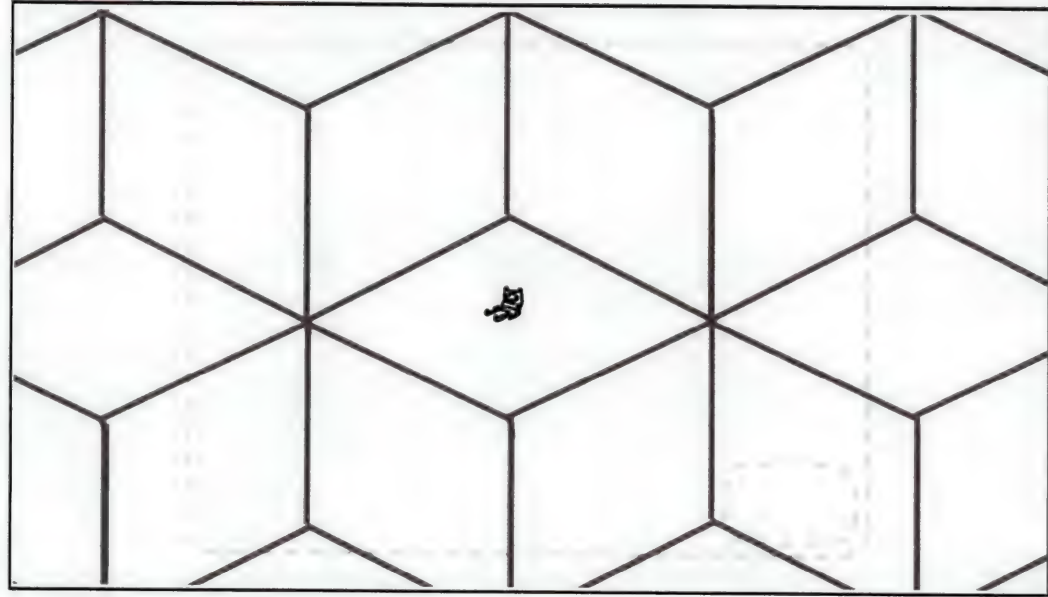
the cut

# ADVENTURE TIME

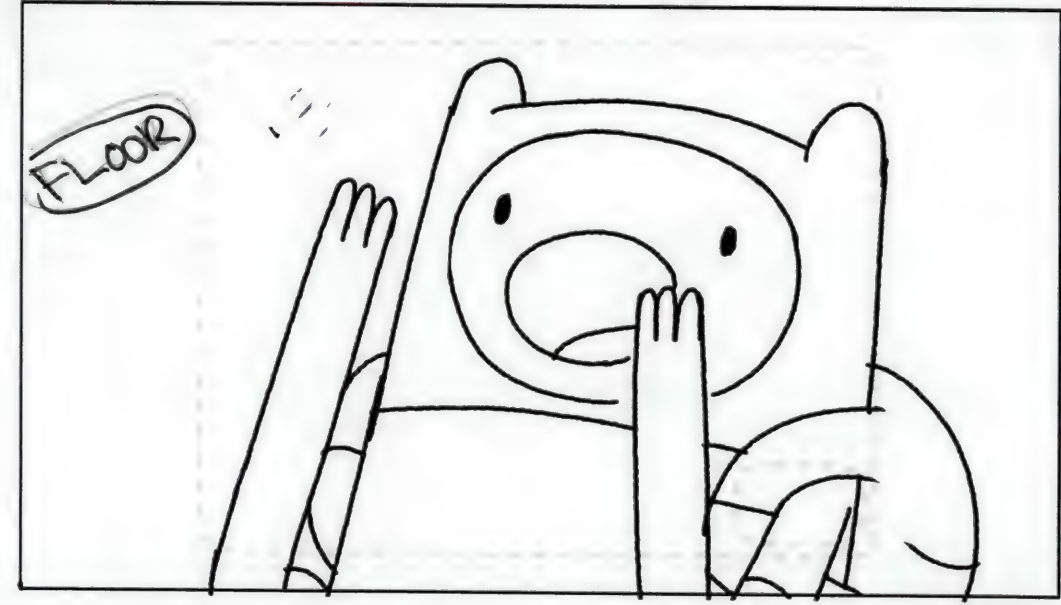


the cut

Sc. 55 Pnl. A Bg. day night



Sc. 56 Pnl. A Bg. day night

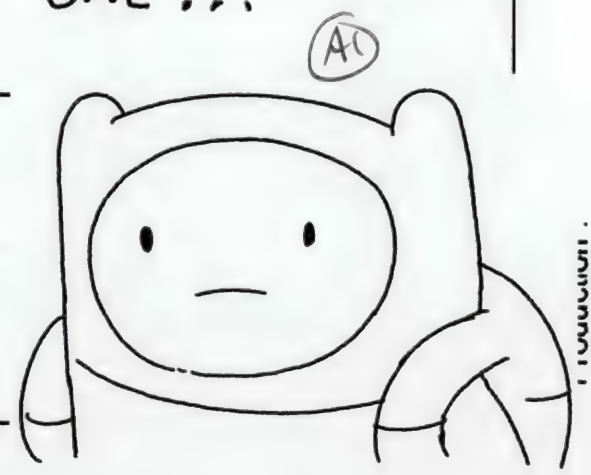


Dialog:

F/HEY! cosmic OWL ... SEP 12 2014

Action: FINE WAKES UP BACK IN THE DREAM

Timing:



EPISODE # 1025-196

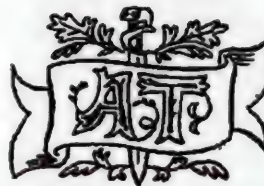
1025/196

1025/196

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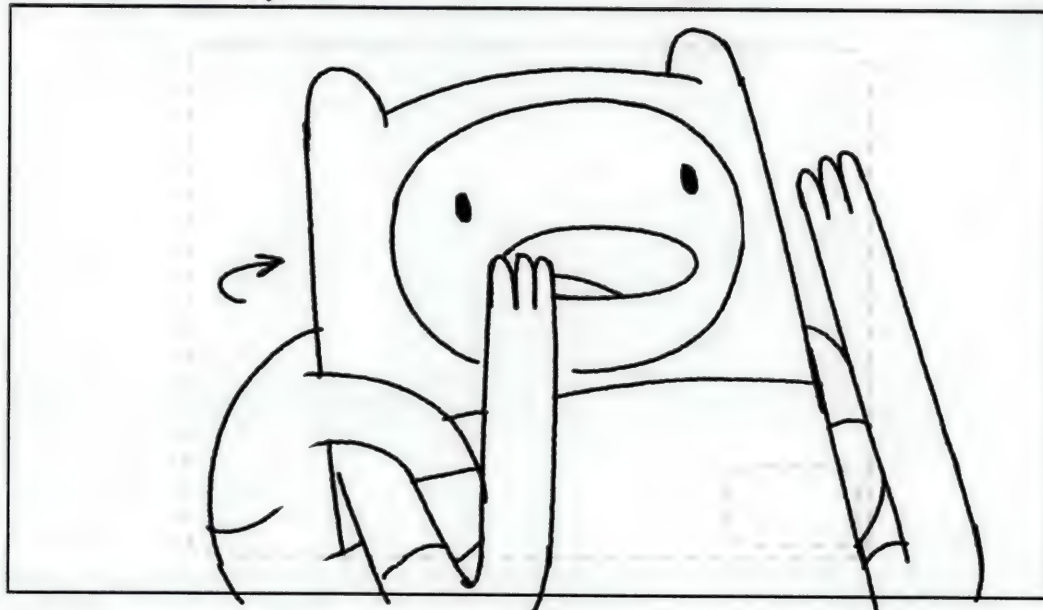


# ADVENTURE TIME

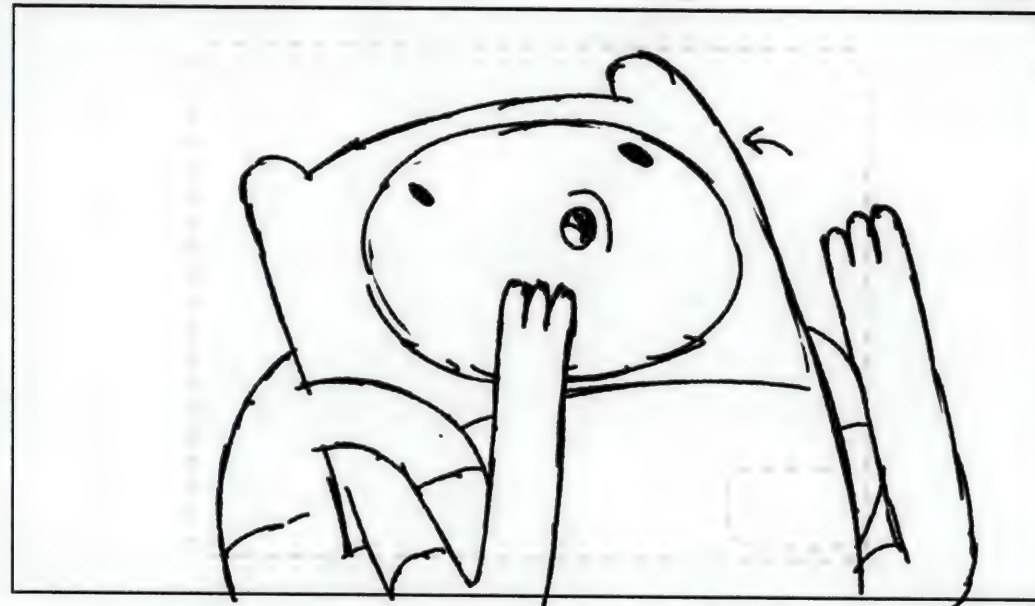


Page **79**

Sc. 56 *CONT* Pnl. B Bg. day night



Sc. 56 *CONT* Pnl. C Bg. day night



Dialog:

F/ YOU STILL HERE?

F/ W o o p .

Action:

SEP 1 2 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

64

# ADVENTURE TIME



Page 80  
BOA NEXT  
day night

Sc.

57

Pnl.

A

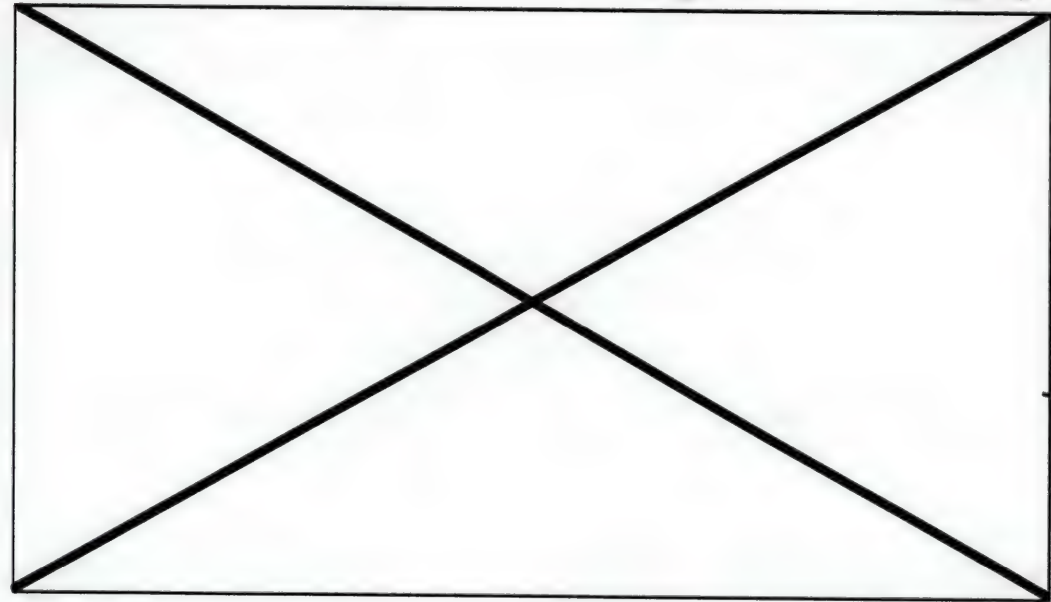
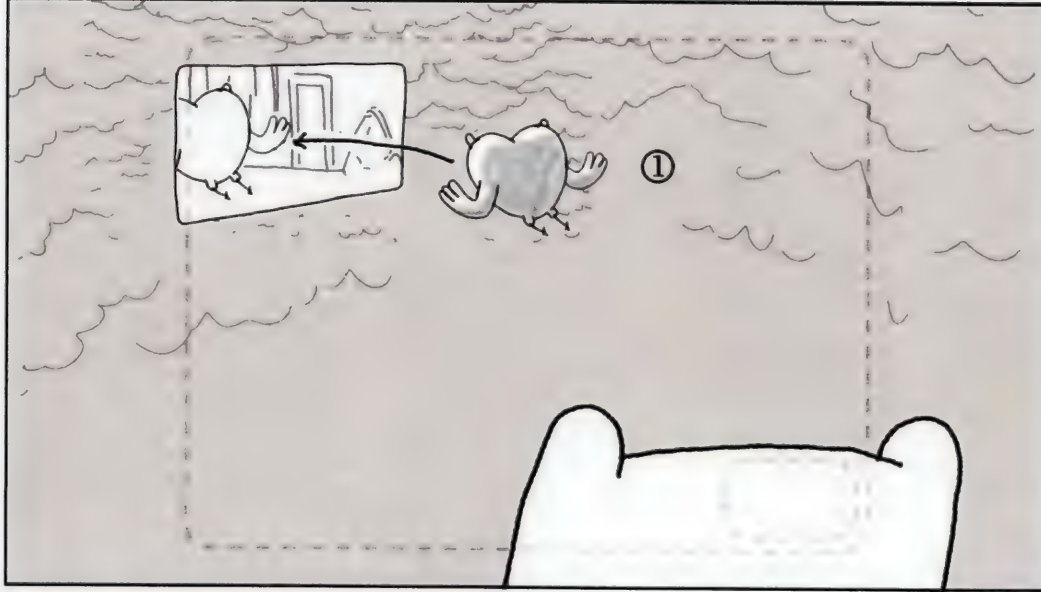
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

F: Cosmic Owl!

Action:

CO FLIES BACK THROUGH the portal.

Timing:

SEP 12 2014

EPISODE # 1025-196

Production :

1025/196

1025/196



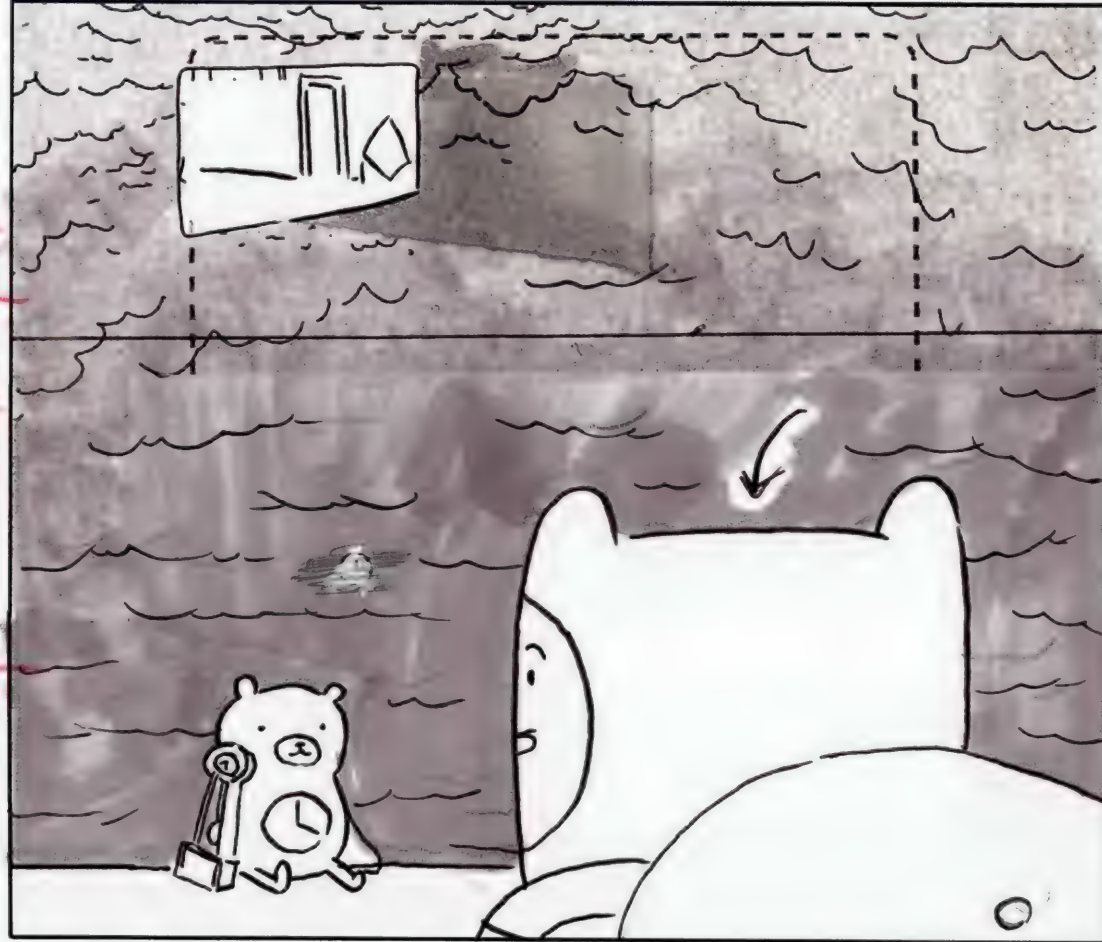
# ADVENTURE TIME



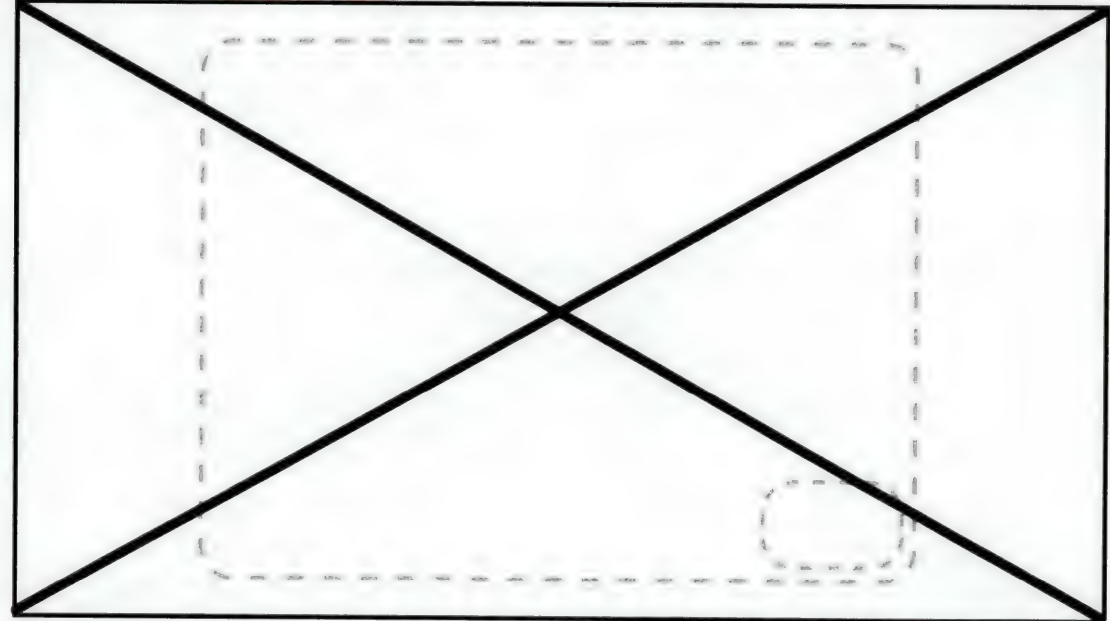
*Cut*

Page **80A**  
**BOB NEXT**  
day night

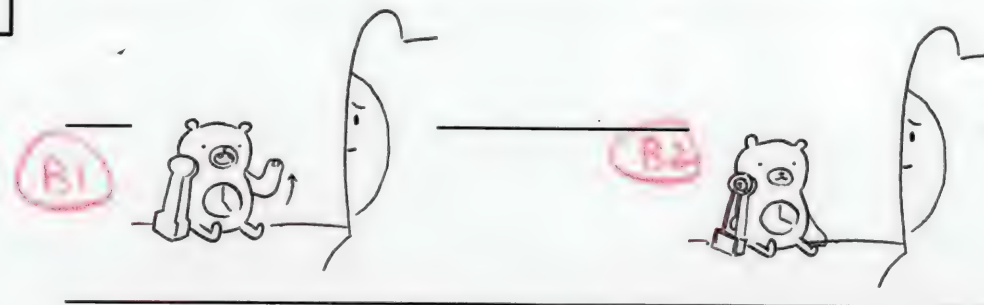
Sc. **57 CONT** Pnl. Bg. day night



Sc. Pnl. Bg. day night



SEP 12 2014



EPISODE #

Production:

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1025/196

*Start*  
*Next*  
*Stop*

# ADVENTURE TIME



Page 80B

*ON NEXT*

Sc.

Pnl.

Bg.

day night

Sc.

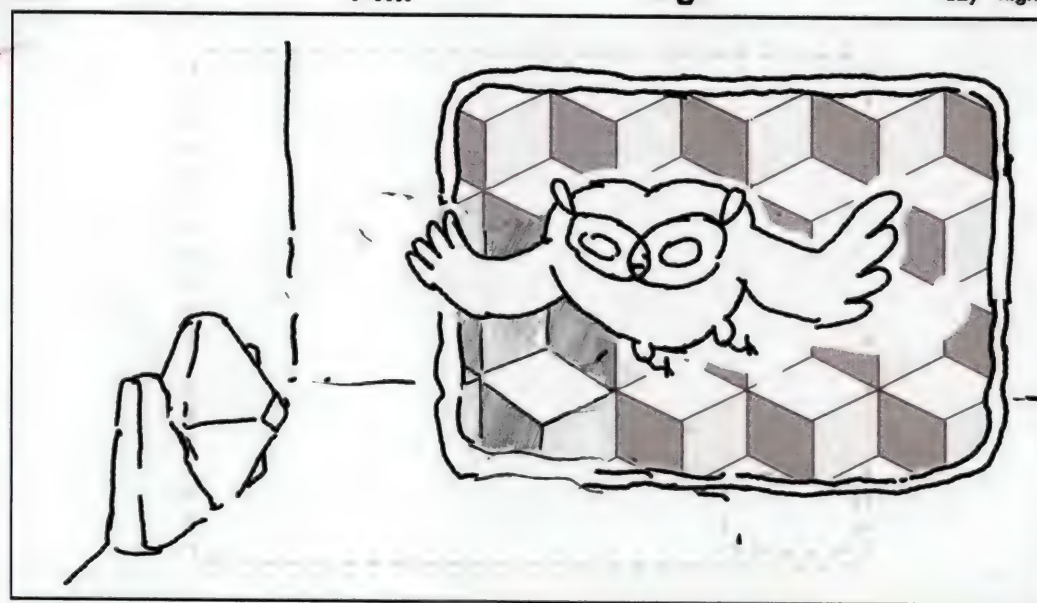
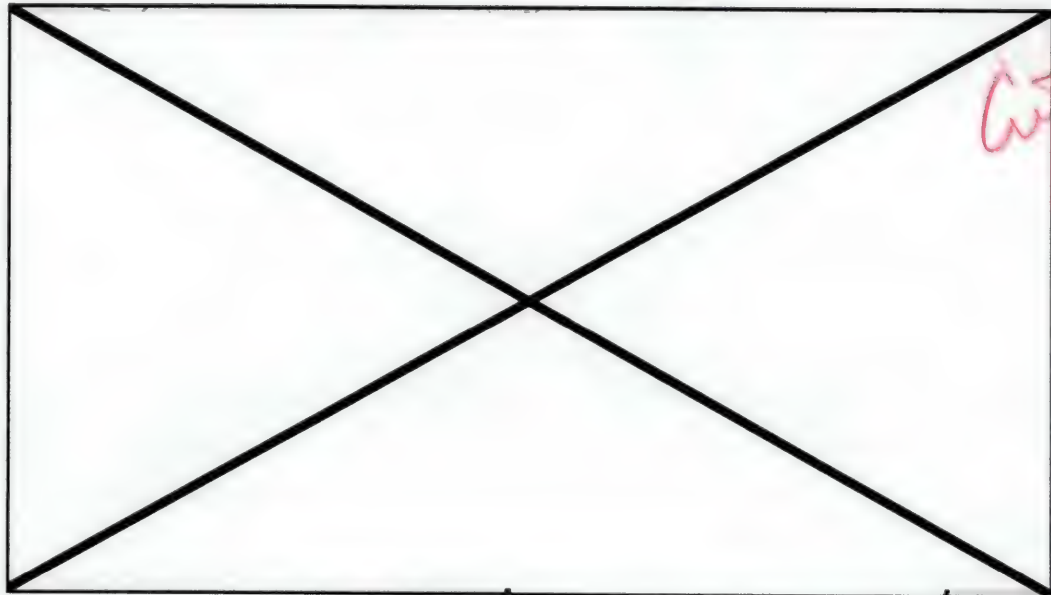
58

Pnl.

A

Bg.

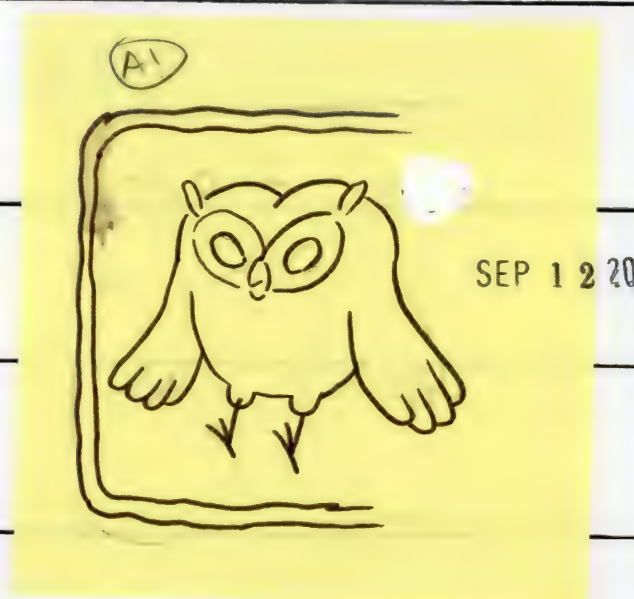
day night



Dialog:

Action:

Timing:



EPISODE # 1025-196

Production :

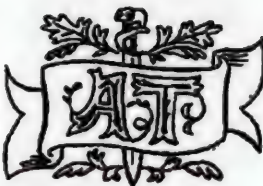
1025/196

1025/196

1025/196

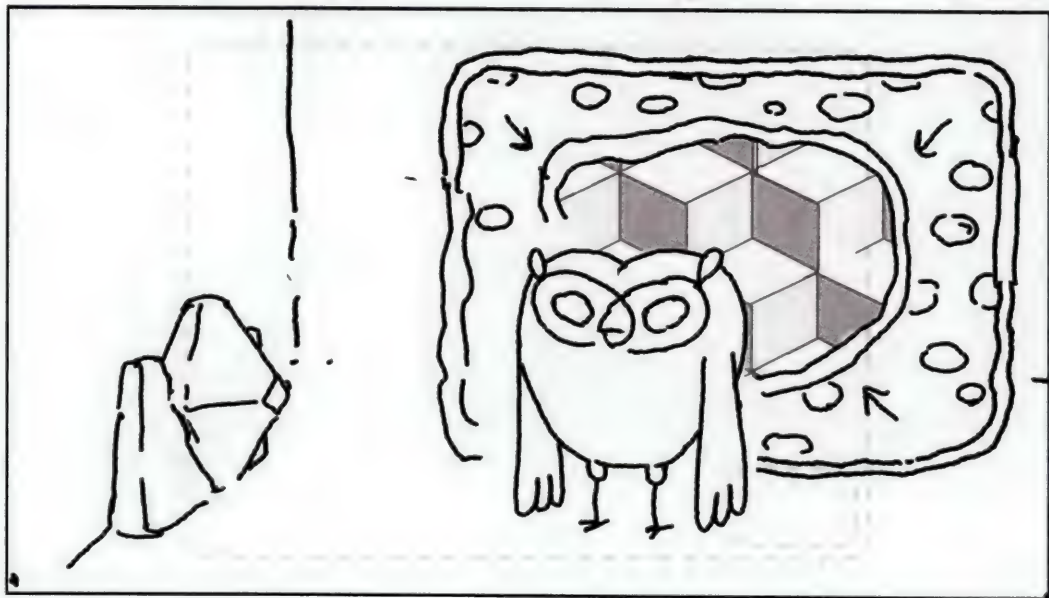


# ADVENTURE TIME

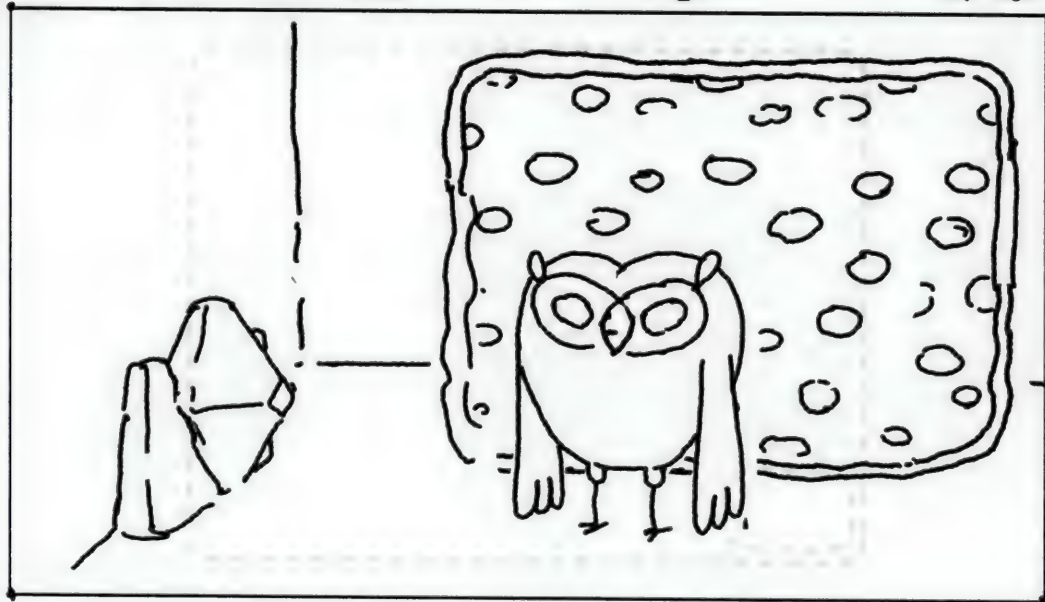


Page 81

Sc. 58 cont Pnl. B Bg. day night



Sc. 58 cont Pnl. C Bg. day night



Dialog:

CO / . . .

Action:

- portal closes BEHIND C.O.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

# ADVENTURE TIME



Cut  
w/ X-DISS &  
POST

Sc.

58 cont Pnl.

D

Bg.

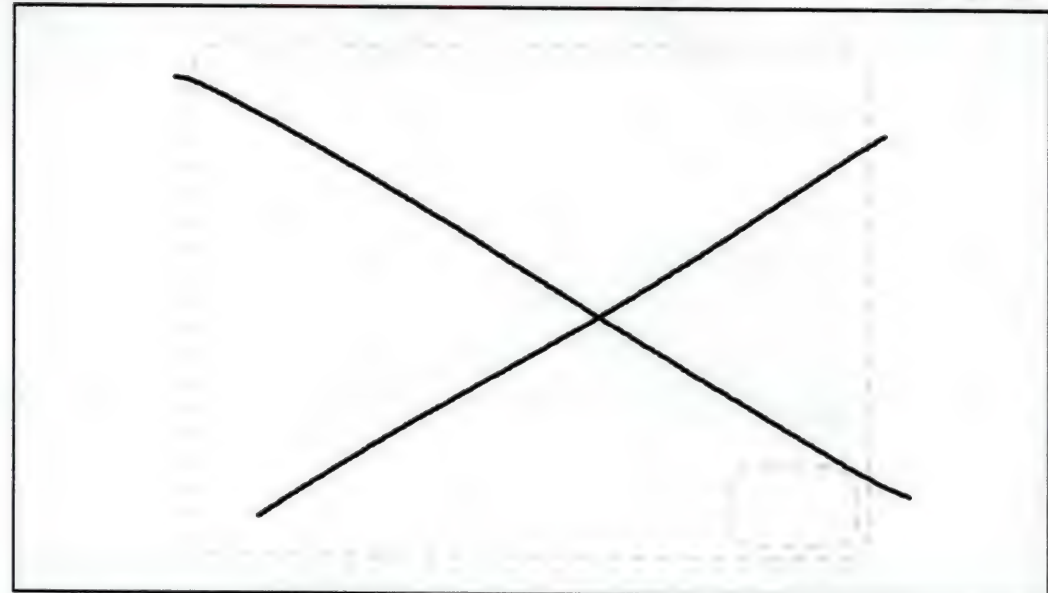
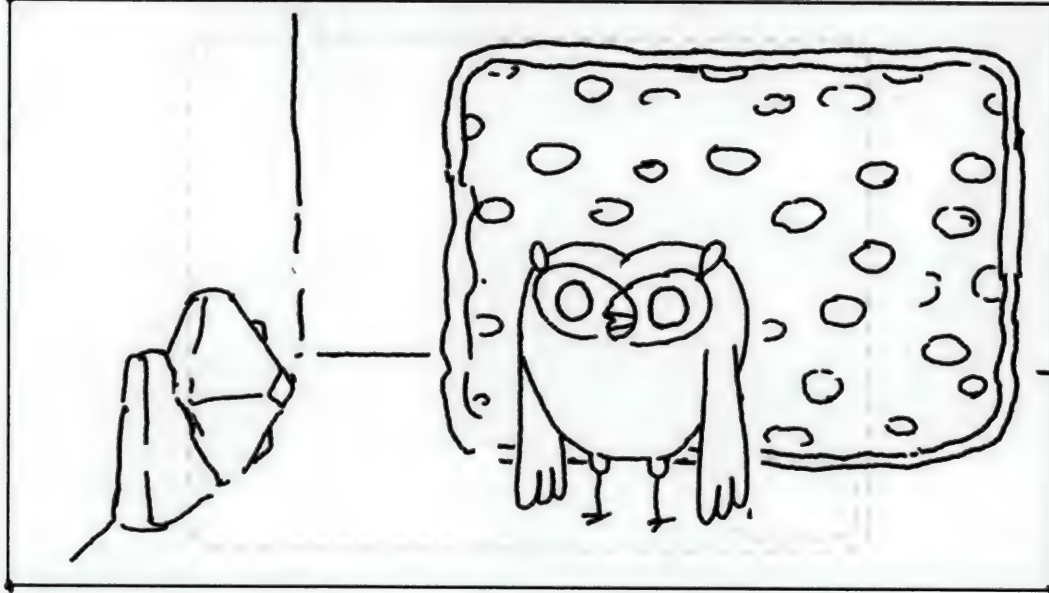
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(TO HIMSELF)  
CO / BUTT FEATHERS...

SFX: \* OCEAN SOUNDS \*

Action:

- WE HEAR OCEAN SOUNDS

SEP 12 2014

Timing:

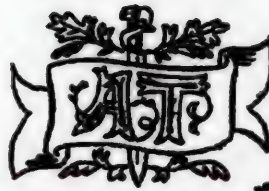
EPISODE # 1025-196

Production :



Copy X Dissolve  
W/ 15 sec  
to next

# ADVENTURE TIME



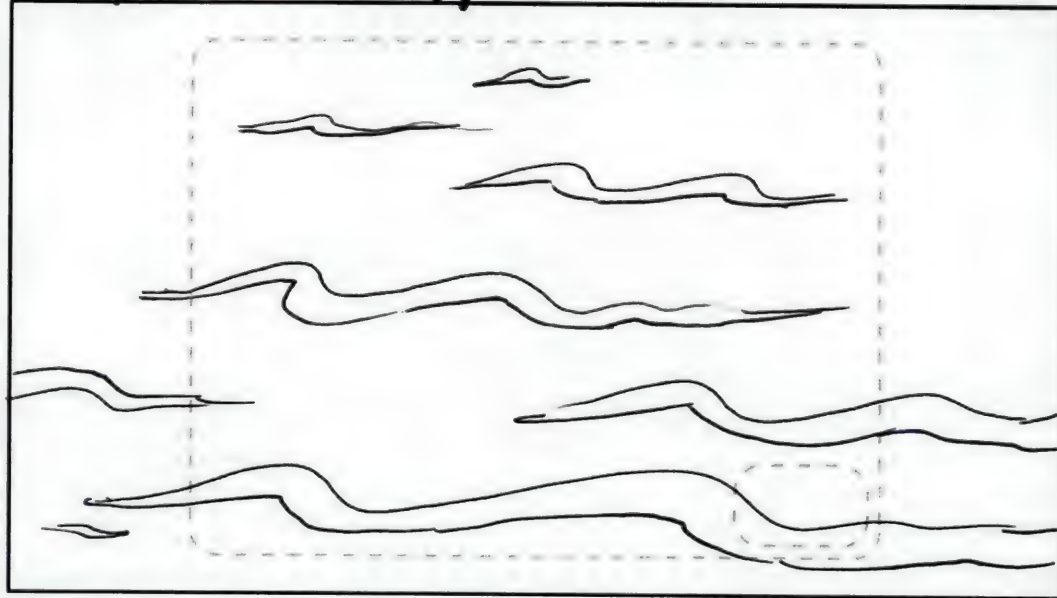
Page **83**

Sc. **59**

Pnl. **A**

Bg.

day night

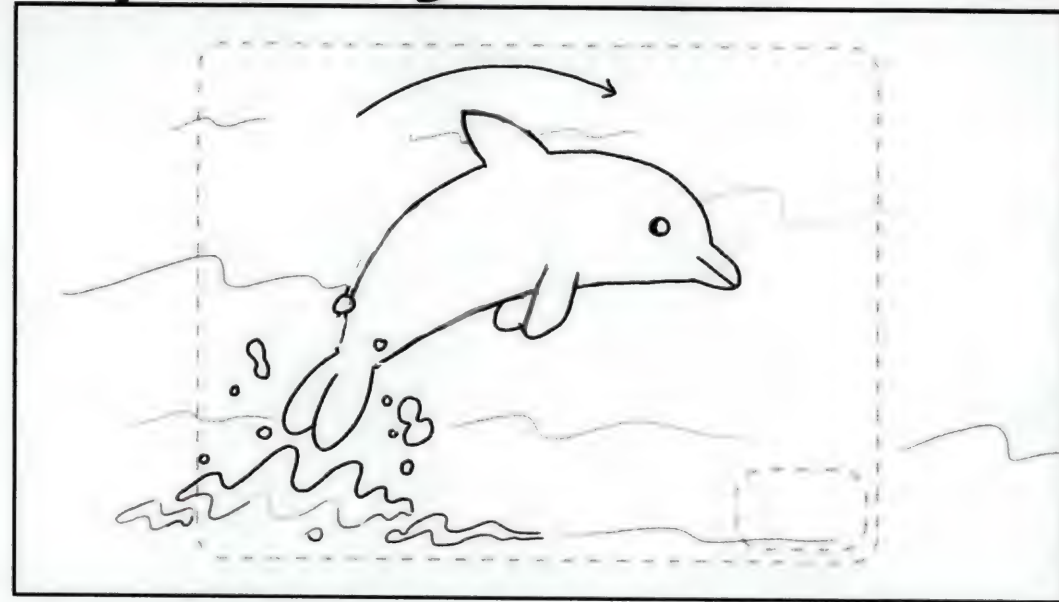


Sc. **59 cont**

Pnl. **B**

Bg.

day night



Dialog:

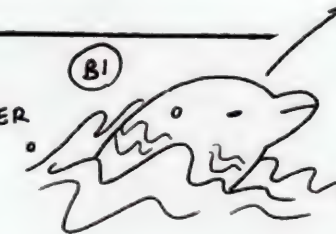
SFX: \*OCEAN SOUNDS \*

SFX: \* SPOOSH \*

Action:

- X DISSOLVE <sup>TO</sup> BEAUTIFUL BLUE OCEAN

- DOLPHIN LEAPS OUT OF WATER



Timing:

SEP 12 2014

EPISODE # 1025-196

Production :

1025/196

1025/196

1025/196

1025/196

HW  
Cut

# ADVENTURE TIME



HW  
Cut

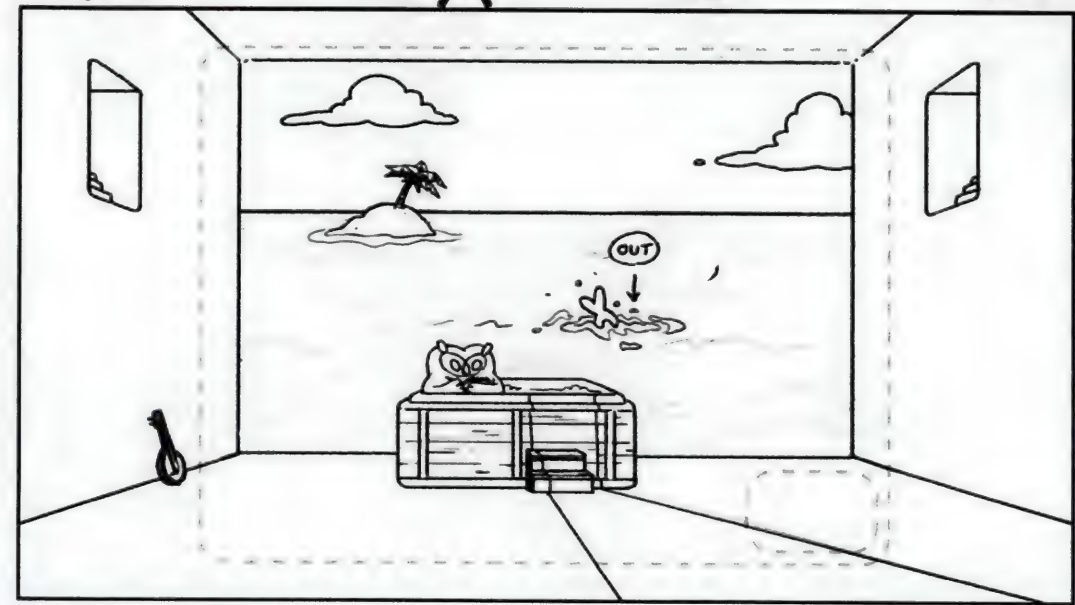
Page **84**  
day night

Sc. **60**

Pnl. **A**

Bg.

day night



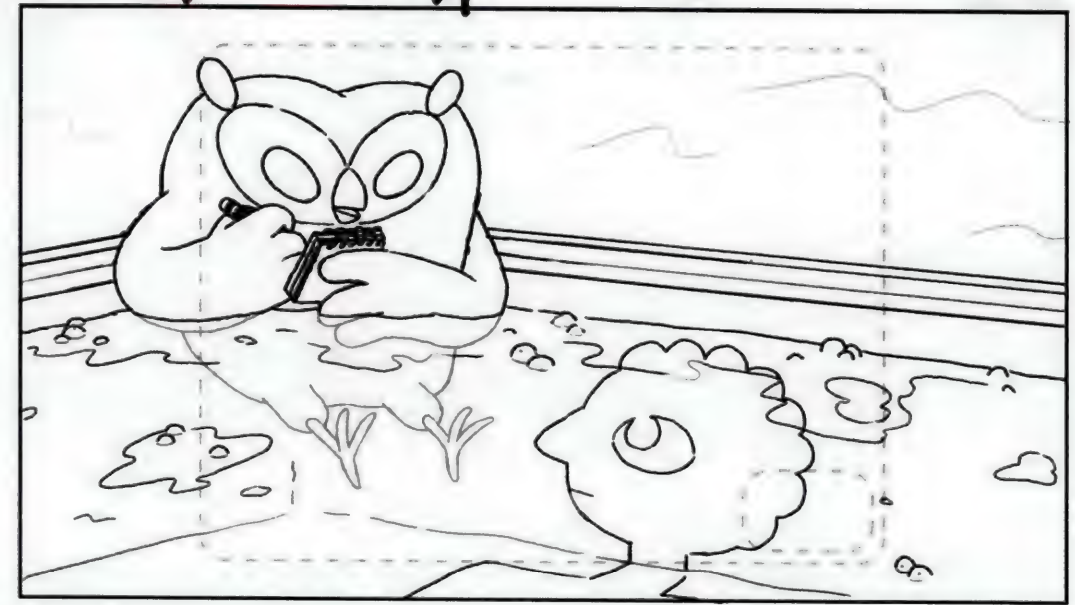
Sc. **61**

Pnl. **A**

Bg.

day night

HW  
Cut



<b>Dialog:</b>	
<u>SFX:</u> * SPLASH *	<u>CO/</u> LOVE IS WEIRD, MAN.
SEP 12 2014	
<b>Action:</b>	<b>- REVEAL OF PRISMO'S TIME ROOM</b> DOLPHIN DIVES INTO WATER ON VIDEO WALL.
 <b>Timing:</b>	<b>- CO DRAWING</b>  A1 A2

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Production :

1025/196



# ADVENTURE TIME



Page 85

Sc. 62

Pnl. A

Bg.

day night



Sc. 62 CONT Pnl. B

Bg.

day night



Dialog:

C.O.: <sup>(o/s)</sup> IT REALLY DOES COME WHEN  
YOU LEAST EXPECT IT.

Action:

- C.O. WITHDRAWS PENCIL OFF/S.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

1025/196

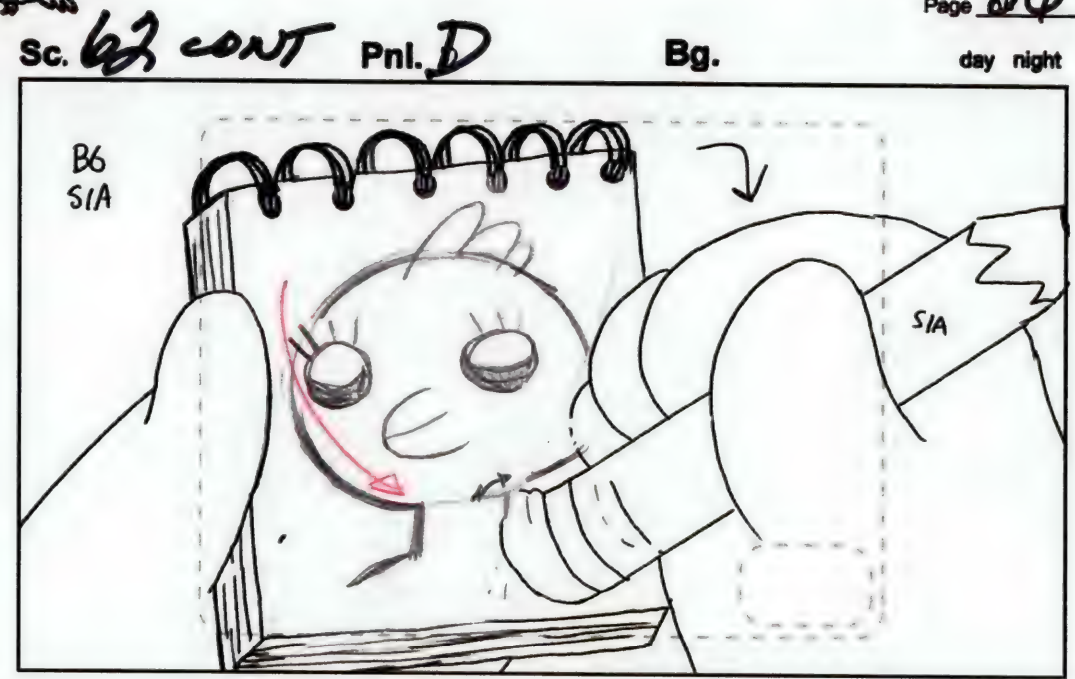
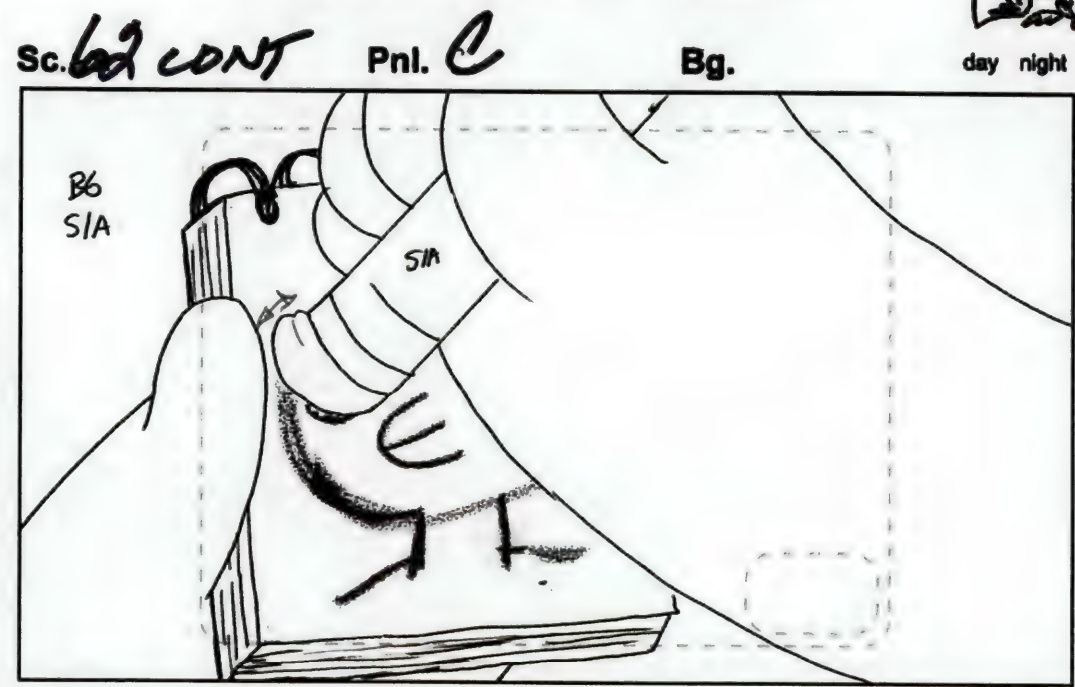
1025/196

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# ADVENTURE TIME



Page 86  
day night



Dialog:	
Action:	<p>HAND BACK IN W/ PENCIL ERASER</p>
Timing:	<p>SFX: * RRR-RR-RR *</p> <p>- CO ERASES TWO SPOTS ON DRAWING.</p> <p>SEP 12 2014</p>

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Production :

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# ADVENTURE TIME



Page 87

Sc. 62 cont

Pnl. E

Bg.

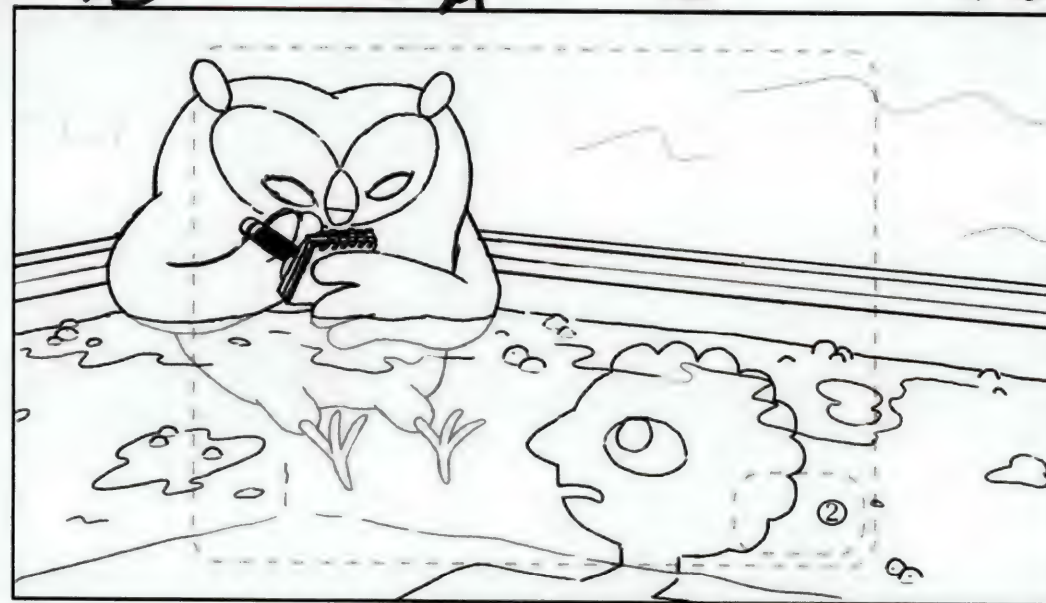
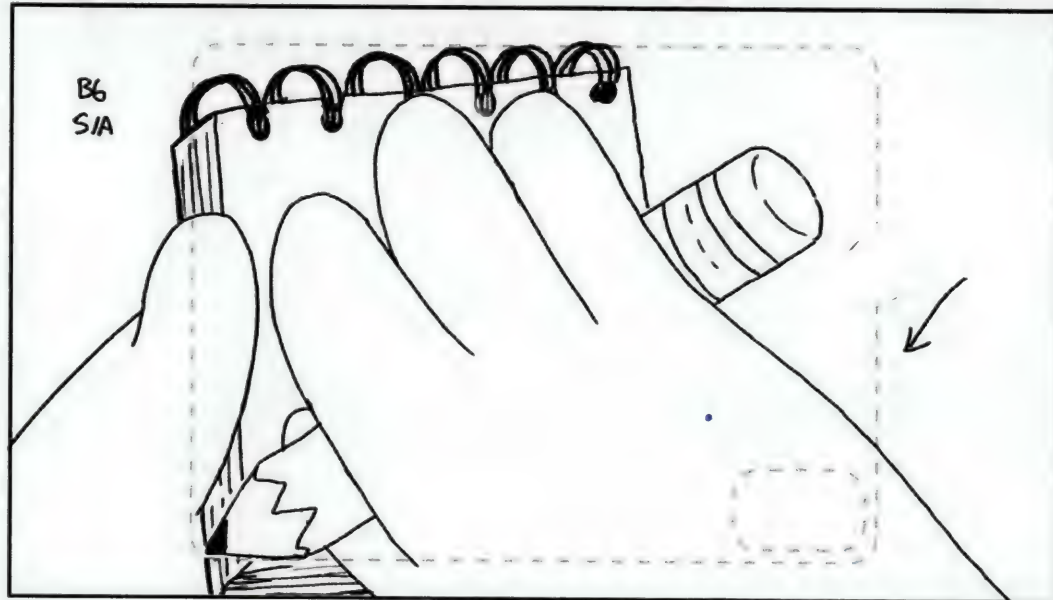
day night

Sc. 63

Pnl. A

Bg.

day night



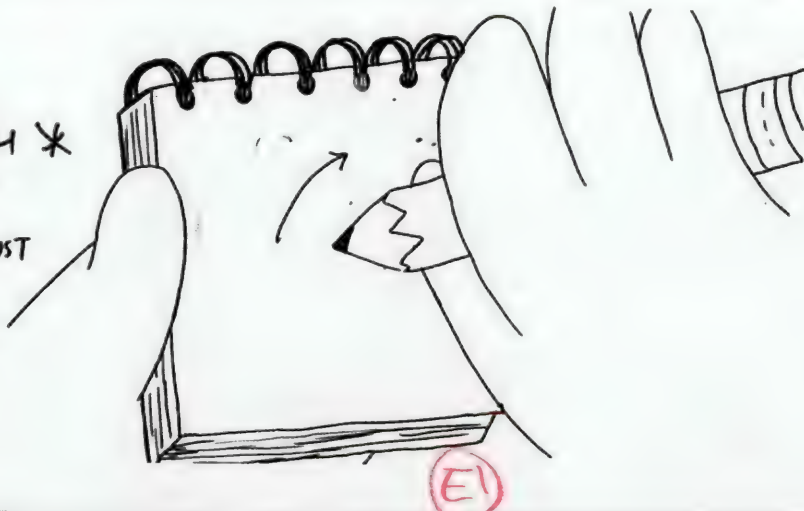
Dialog:

SFX:  
\* BRUSH  
BRUSH \*

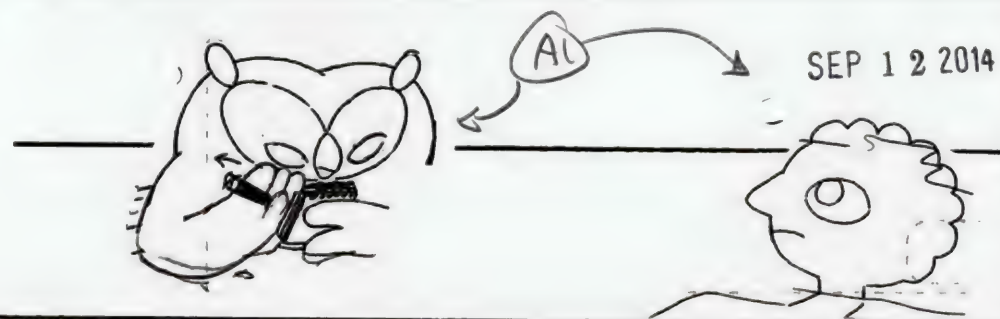
Action:

CO BRUSHES ERASER DUST

Timing:



P/ DUDE, YOU'VE BEEN WORKING ON THAT SINCE YOU GOT HERE.  
TAKE A BREAK.



EPISODE # 1025-196

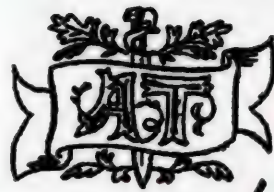
Production :

1025/196

1025/196

1025/196

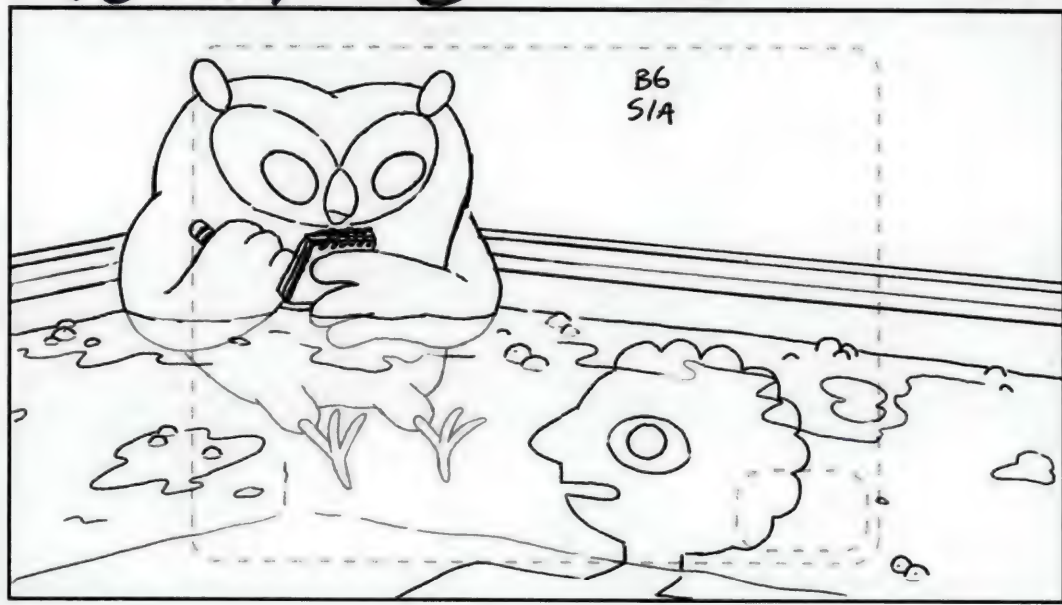
ADVENTURE TIME



Sc. 63 CONT Pnl. B

Bg.

day night

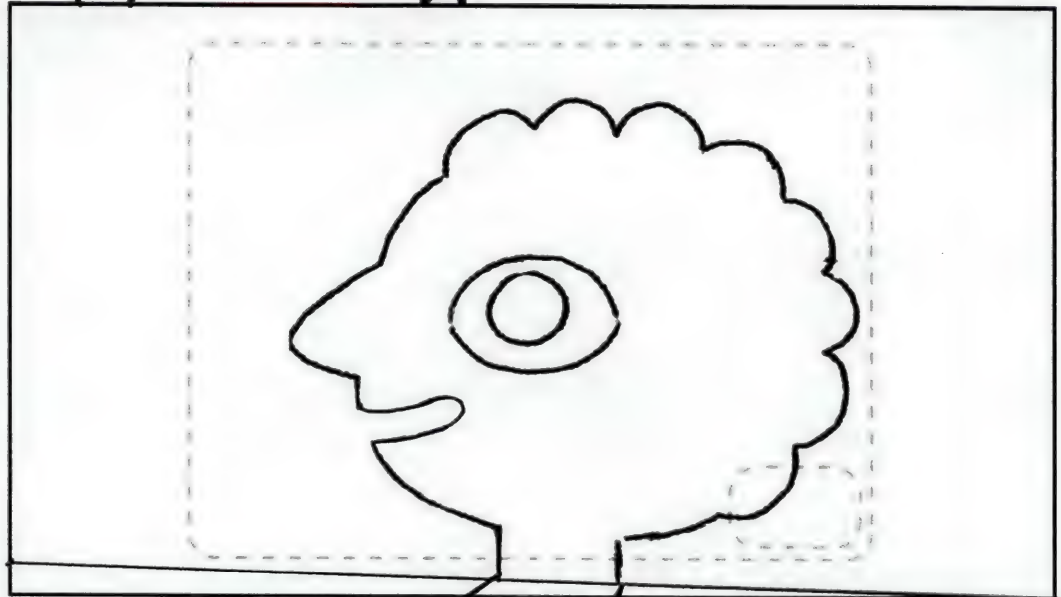


Sc. 64

Pnl. A

Bg.

day night



Dialog:	
P/ YOU HAVEN'T EVEN ASKED ABOUT MY BANJO LESSONS...	P/ THEY'RE GOING GREAT
Action:	
- CO LOOKS UP.	
Timing:	



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EPISODE # 1025-196

Production :

1025/196

1025/196

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# ADVENTURE TIME



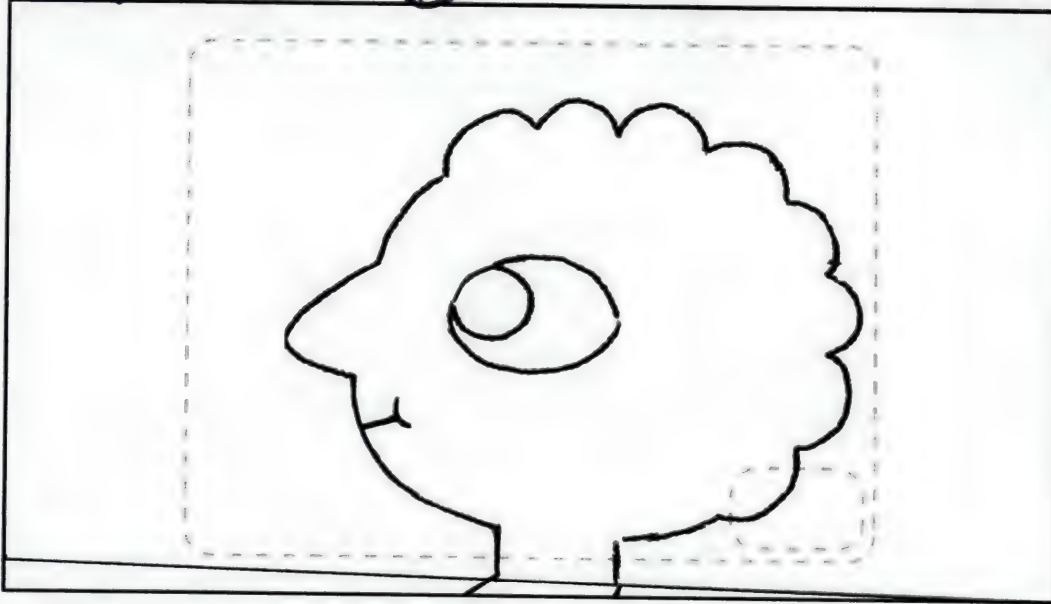
Hu  
cut

Sc. 64 CONT

Pnl. B

Bg.

day night

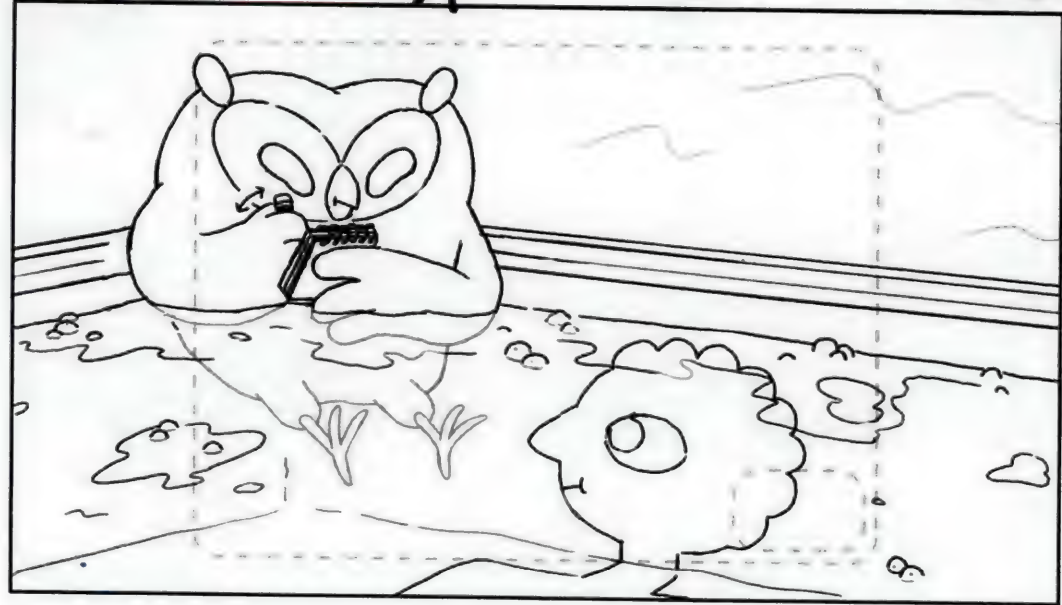


Sc. 65

Pnl. A

Bg.

day night



Dialog:

SFX: \* SKETCH-SKETCH \*

Action:

CO SCRIBBLING ON PAD

SEP 12 2014

Timing:

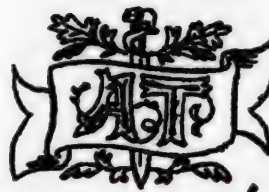
EPISODE # 1025-196

Production :

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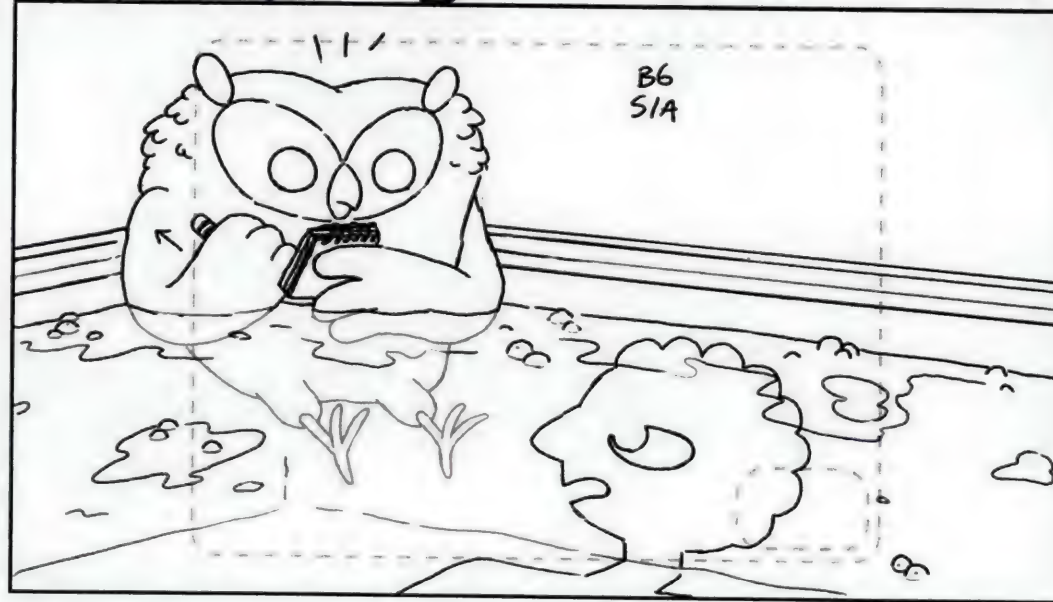
# ADVENTURE TIME



Sc. **65 cont** Pnl. **B**

Bg.

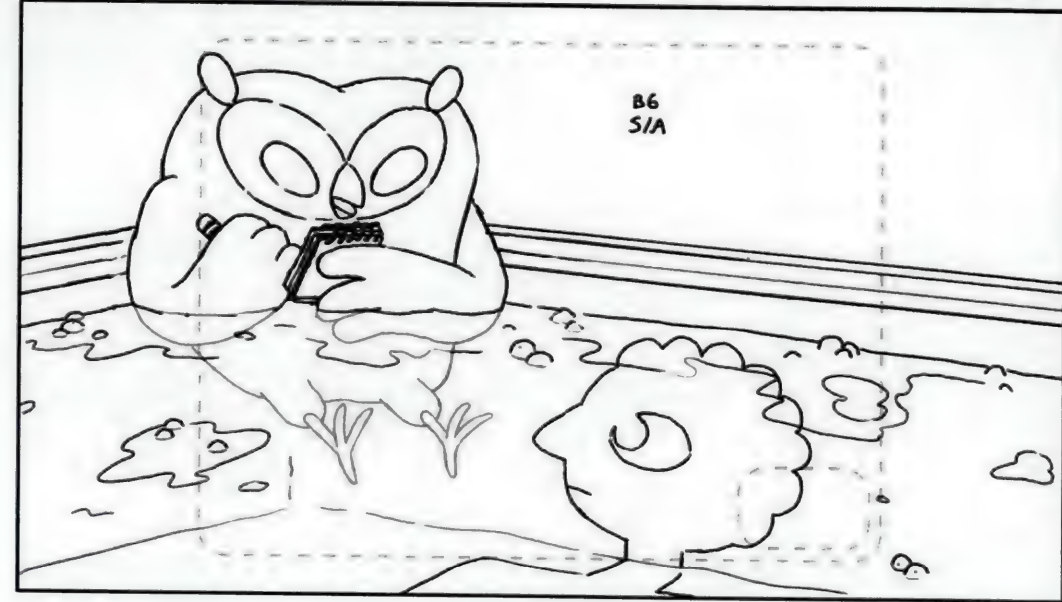
day night



Sc. **65 cont** Pnl. **C**

Bg.

day night



Dialog:

P/ DUDE.

CO/ SORRY!

Action:

SEP 12 2014

Timing:

EPISODE# 1025-196

Production :

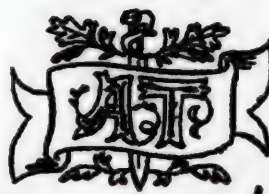
1025/196

1025/196

1025/196



# ADVENTURE TIME

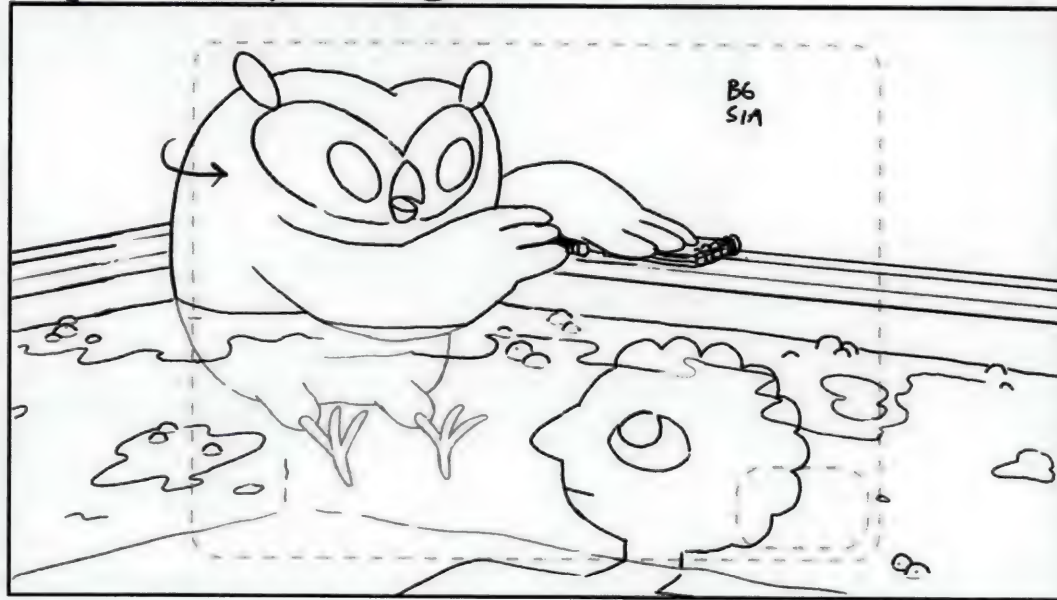


Page 91  
day night

Sc. 65 CONT Pnl. D

Bg.

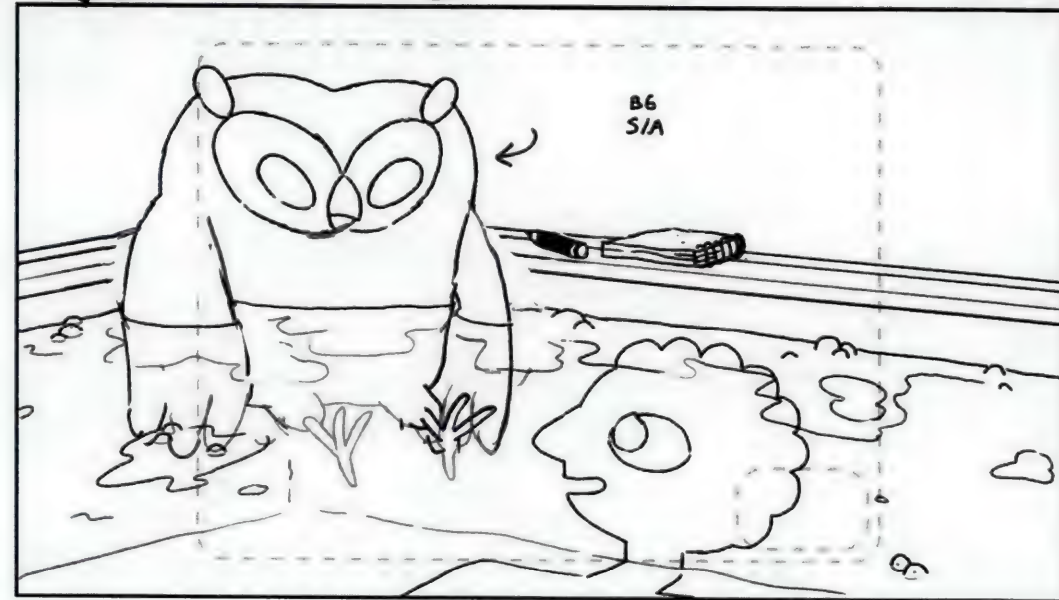
day night



Sc. 65 CONT Pnl. E

Bg.

day night



Dialog:

CO/ I JUST CAN'T STOP THINKING ABOUT HER.

[CHUCKLE]

P/ WOW, YOU REALLY ARE IN LOVE, HUH?

Action:

- CO PLACES PENCIL & SKETCHBOOK ON HOT TUB LEDGE

- C.O. TURNS BACK.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

1025/196

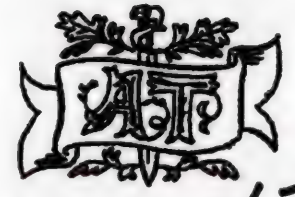
1025/196

*Handwritten:* Hw Cont

1025/196

*Ho Cut*

# ADVENTURE TIME



*Cut*

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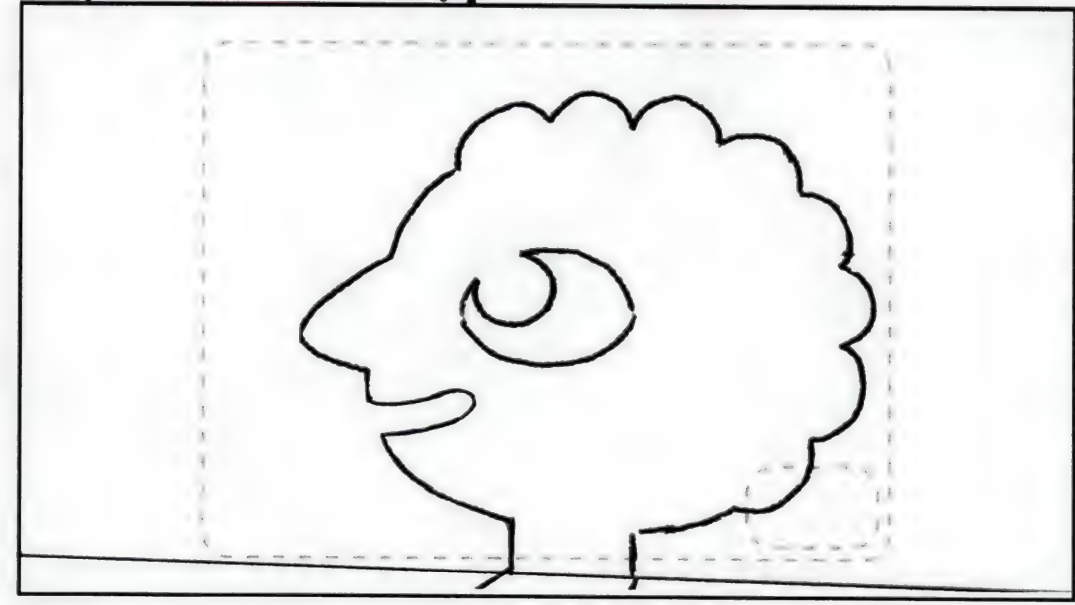
*Cut*

Sc. 66

Pnl. A

Bg.

day night

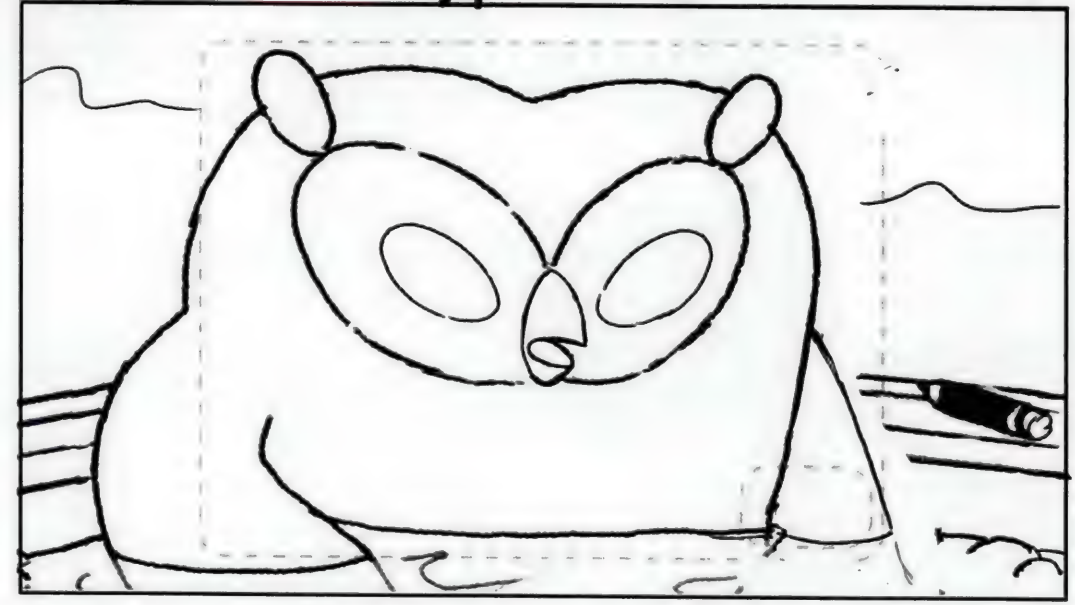


Sc. 67

Pnl. A

Bg.

day night



Dialog:

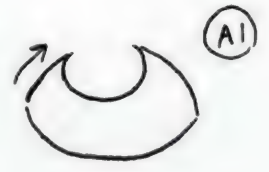
P/ ALRIGHT, TELL ME MORE ABOUT HER. WHERE'D YOU MEET?

CO/ IN A DREAM,

Action:

- PRISMO ROLLS  
EYE BACK.

Timing:



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EPISODE # 1025-196

Production :

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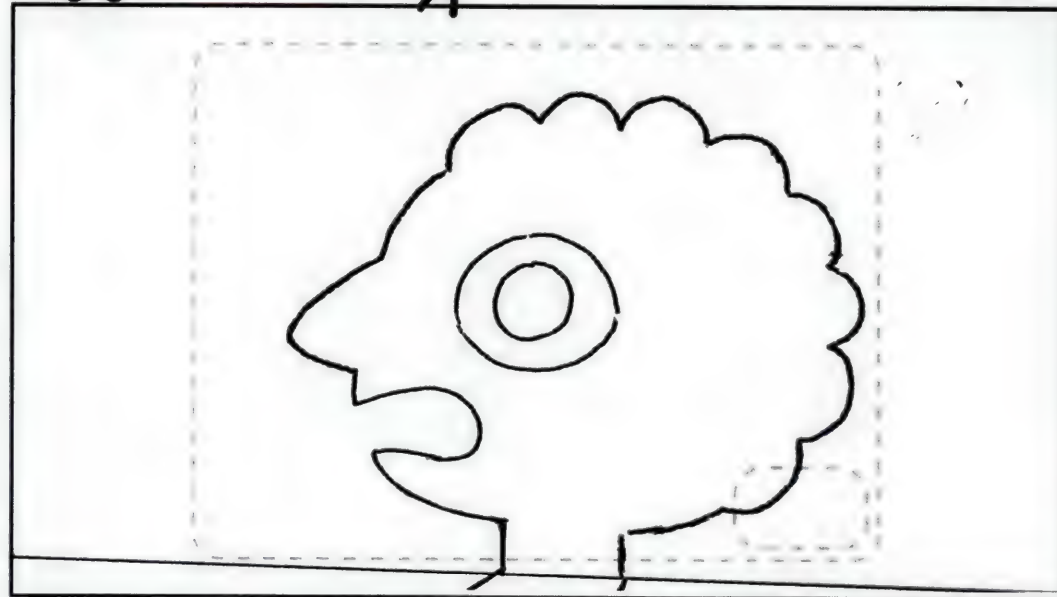
Page 93

Sc. 68

Pnl. A

Bg.

day night

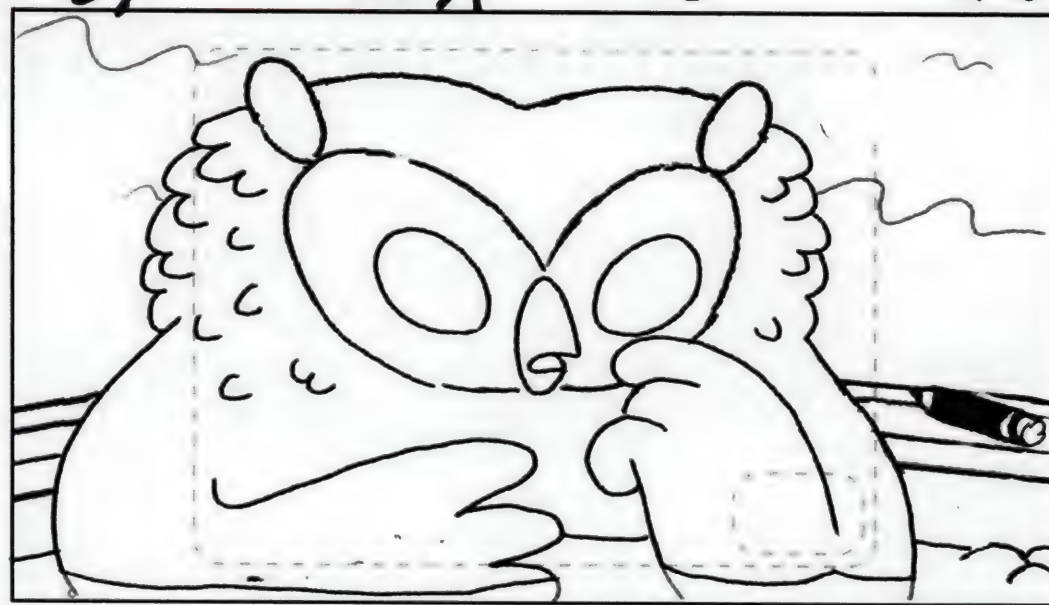


Sc. 69

Pnl. A

Bg.

day night



1025/196

Dialog:

P/ WHAT?! WHOSE?!

CO/ FINN THE HUMAN.

SEP 12 2014

Action:



(AI)

(AI)



Timing:

EPISODE # 1025-196

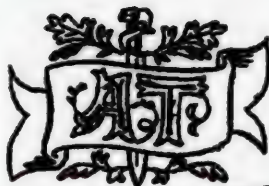
Production :

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1025/196

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# ADVENTURE TIME



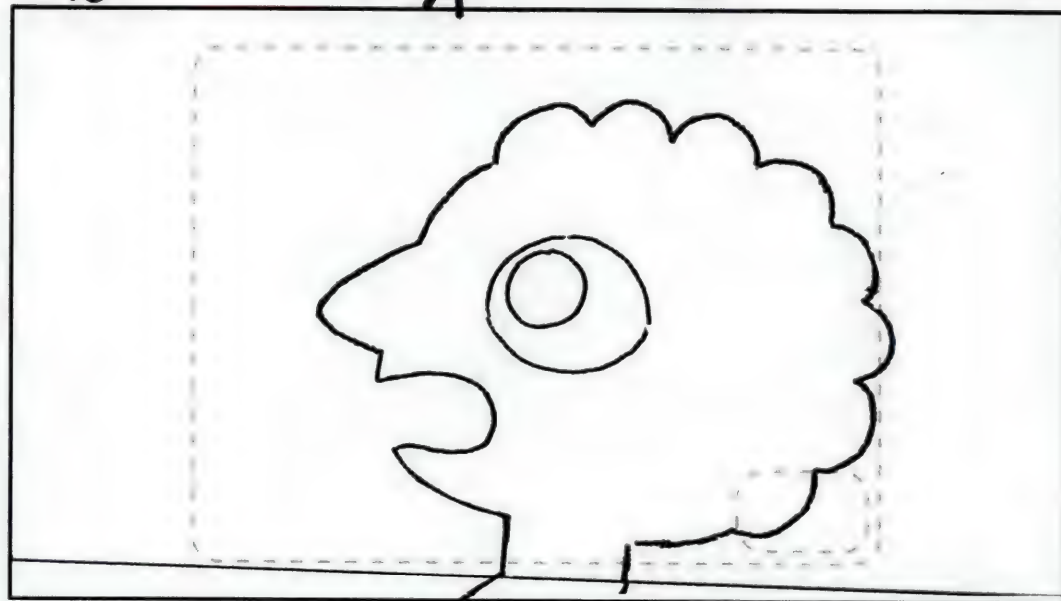
Page 94

Sc. 70

Pnl. A

Bg.

day night

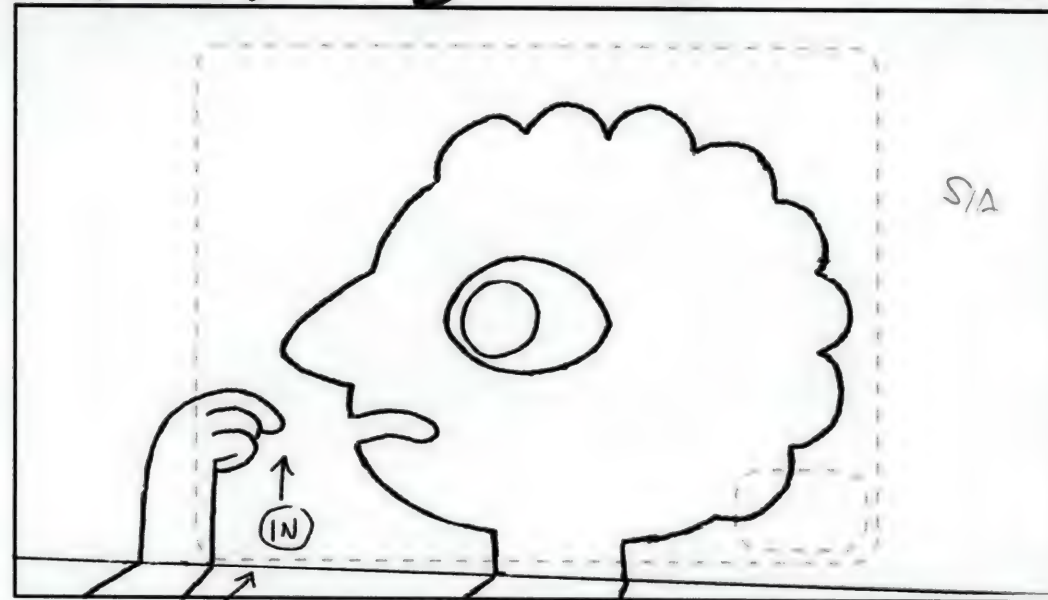


Sc. 70 CONT

Pnl. B

Bg.

day night



Dialog:

P/ WHAT?! WHO'S THAT?! (A)

Action:



Timing:

P/ OH NO WAIT, I KNOW THAT GUY.

SEP 12 2014

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Production :

1025/196

1025/196

1025/196



# ADVENTURE TIME



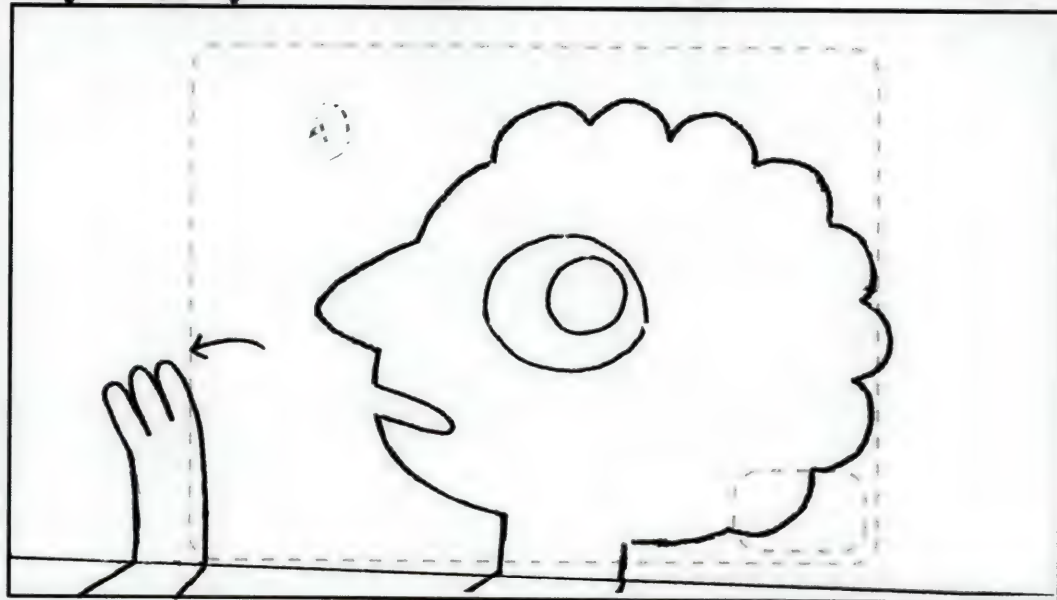
Page **95**

Sc. **70 CONT**

Pnl. **C**

Bg.

day night

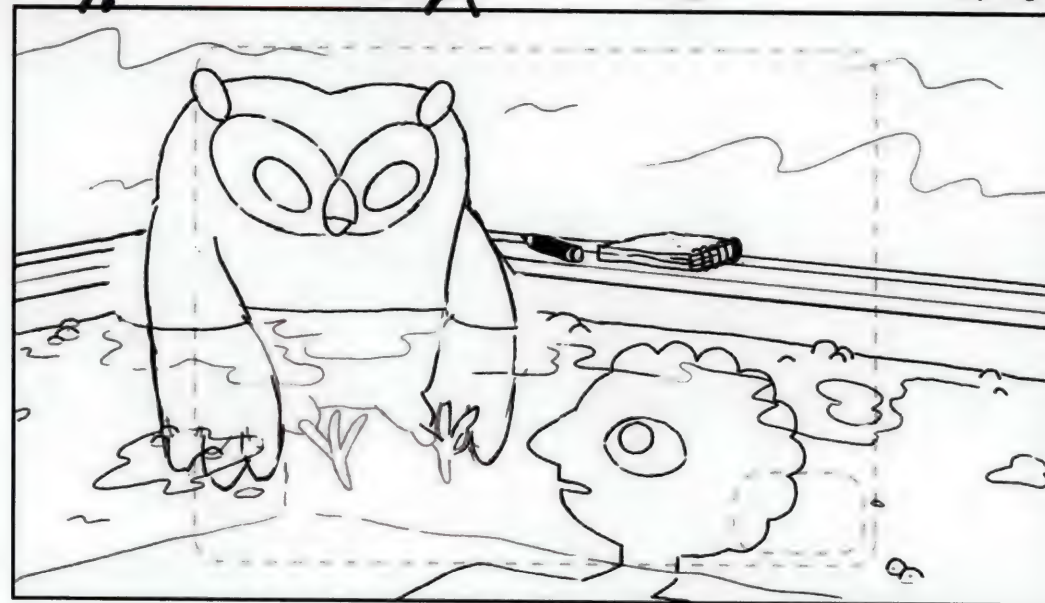


Sc. **71**

Pnl. **A**

Bg.

day night



Dialog:

P/ LOOK, I DON'T THINK YOU WERE PUT IN CHARGE OF  
PROPHETIC DREAMS SO YOU COULD MEET LADIES.

Action:



- P. LOWERS HAND.

SEP 12 2014

Timing:

EPISODE # 1025-196

Production :

10 25 / 19 6

10 25 / 19 6

10 25 / 19 6

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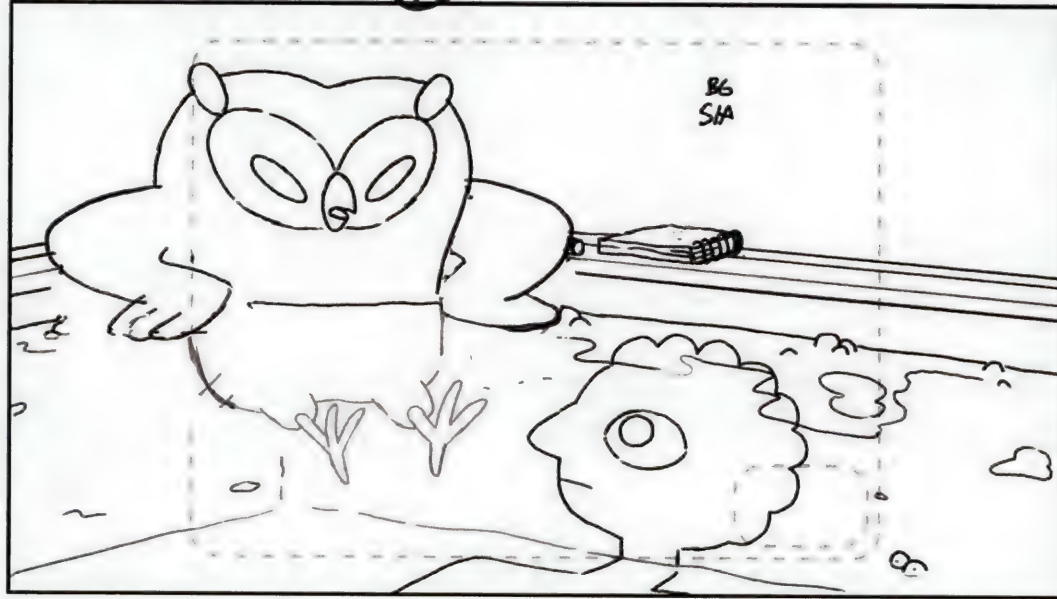
# ADVENTURE TIME



Sc. 71 CONT Pnl. B

Bg.

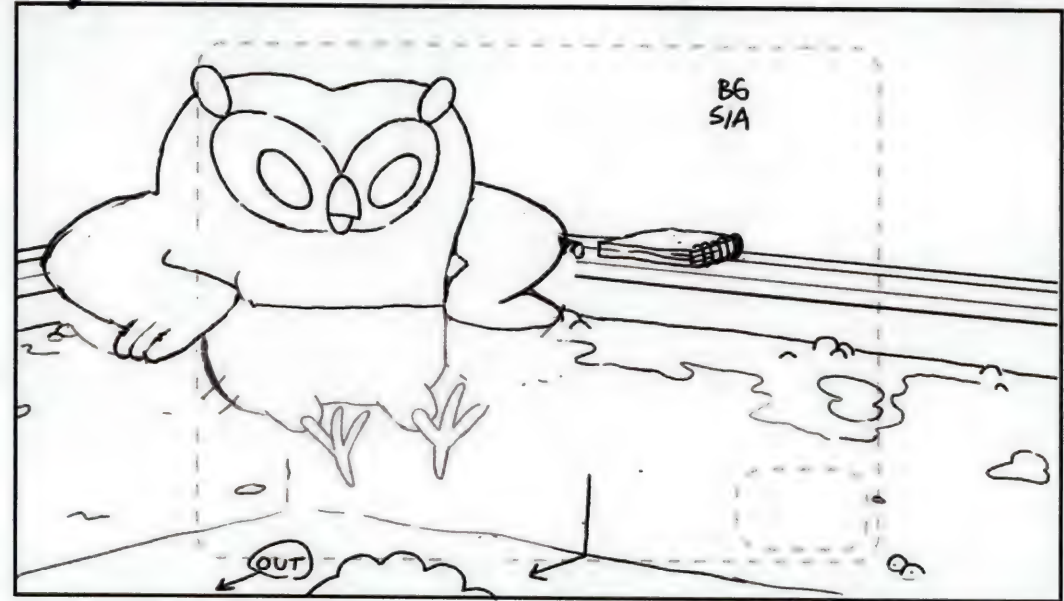
day night



Sc. 71 CONT Pnl. C

Bg.

day night



Dialog:

C.O.: HOO CARES ?!  
I'M IN LOVE !

Action:

- C.O. PUTS HANDS ON HIPS.

Timing:

(C1) P/ OH, WHAT AM I EVEN WORRIED ABOUT? (C)



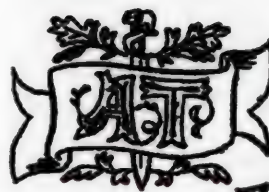
SEP 12 2014

EPISODE # 1025-196

Production :



# ADVENTURE TIME



HO  
GUT

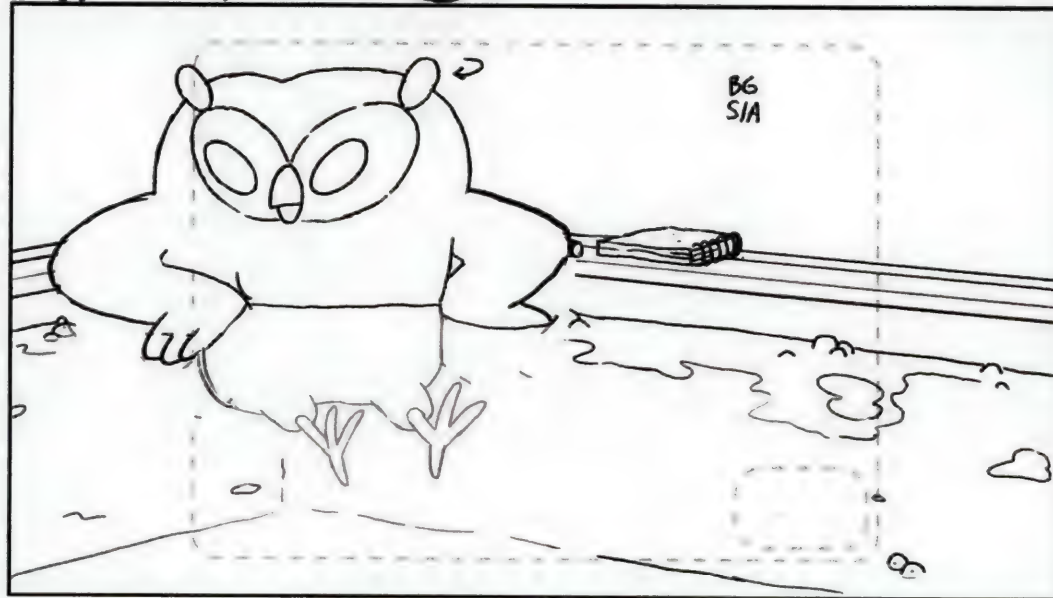
Page 91  
day night

Sc. 71 CONT

Pnl. D

Bg.

day night

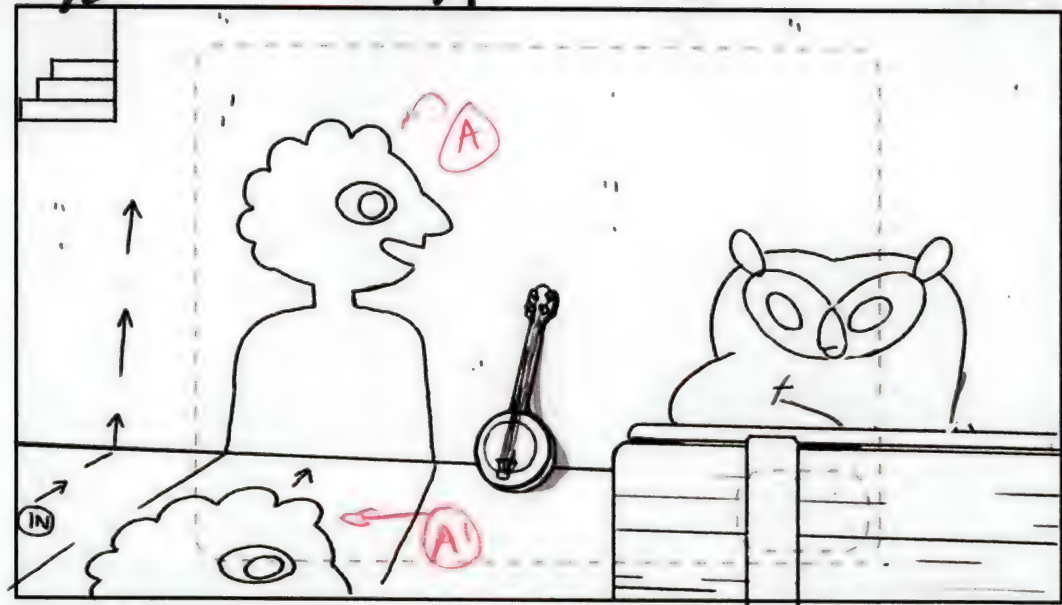


Sc. 72

Pnl. A

Bg.

day night



Dialog:

P: How would you ever even find her again? Do you have any idea how many people are dreaming every night?

Action:

- PRISMO SLIDES ON/S AND UP WALL.  
SEP 12 2014

Timing:

EPISODE # 1025-196

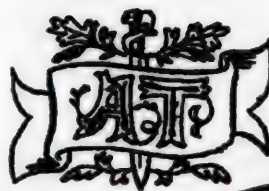
Production :

1025/196

1025/196

1025/196

# ADVENTURE TIME

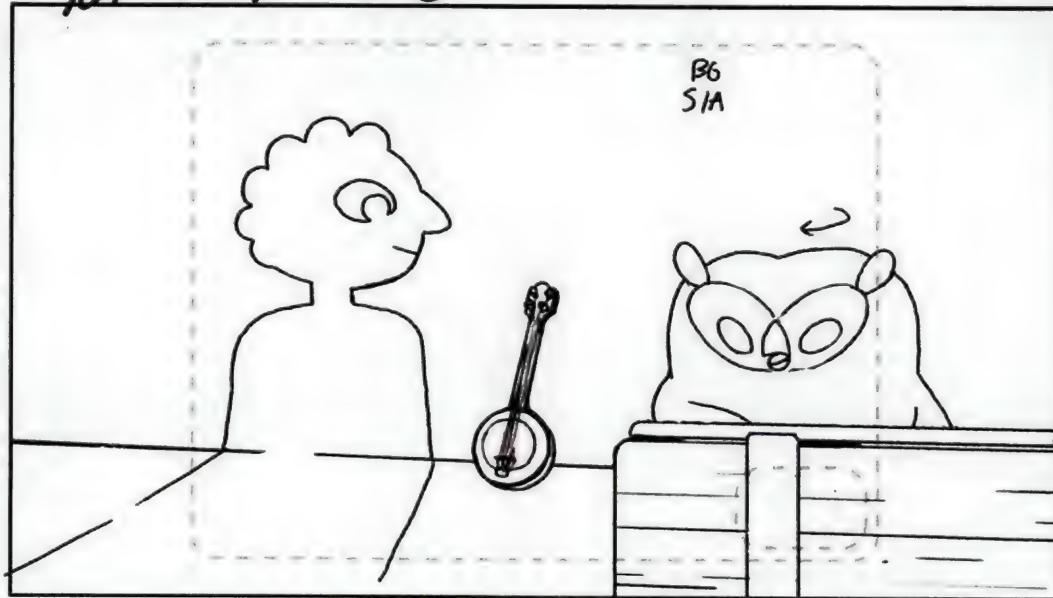


Page 98

Sc. 7B CONT Pnl. B

Bg.

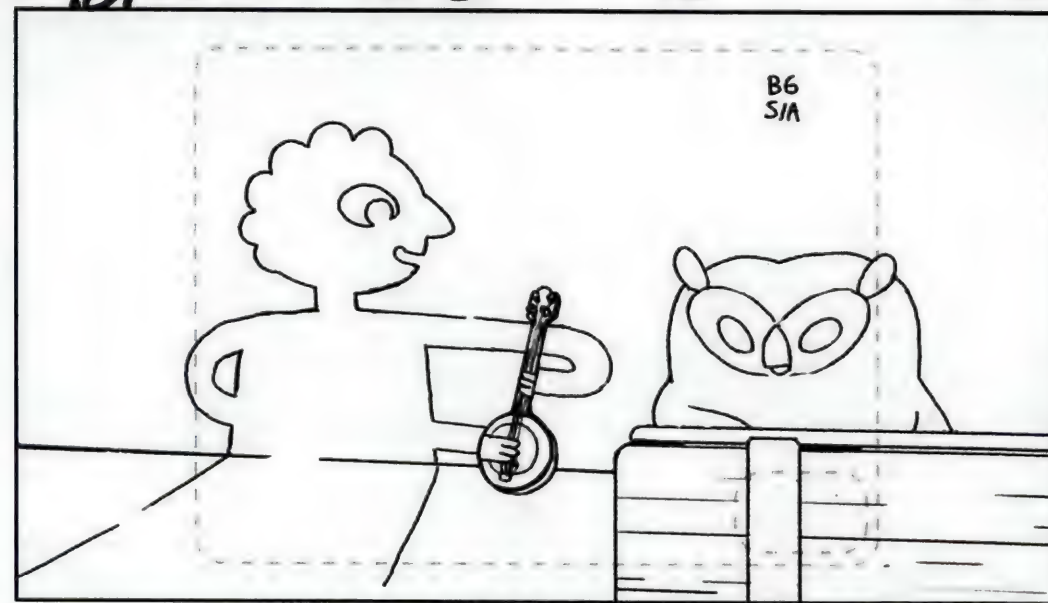
day night



Sc. 7B CONT Pnl. C

Bg.

day night



Dialog:

CO / YES. I DO.

P / DUDE, IT COULD TAKE YOU A MILLION YEARS.

SFX: \* BANJO PLUCKING \*

Action:

P LOOKS AT BANJO

P STARTS NOODLING ON THE BANJO (HE'S NOT VERY GOOD)

SEP 12 2014

Timing:



EPISODE # 1025-196

Production :

1025/196

1025/196



# ADVENTURE TIME

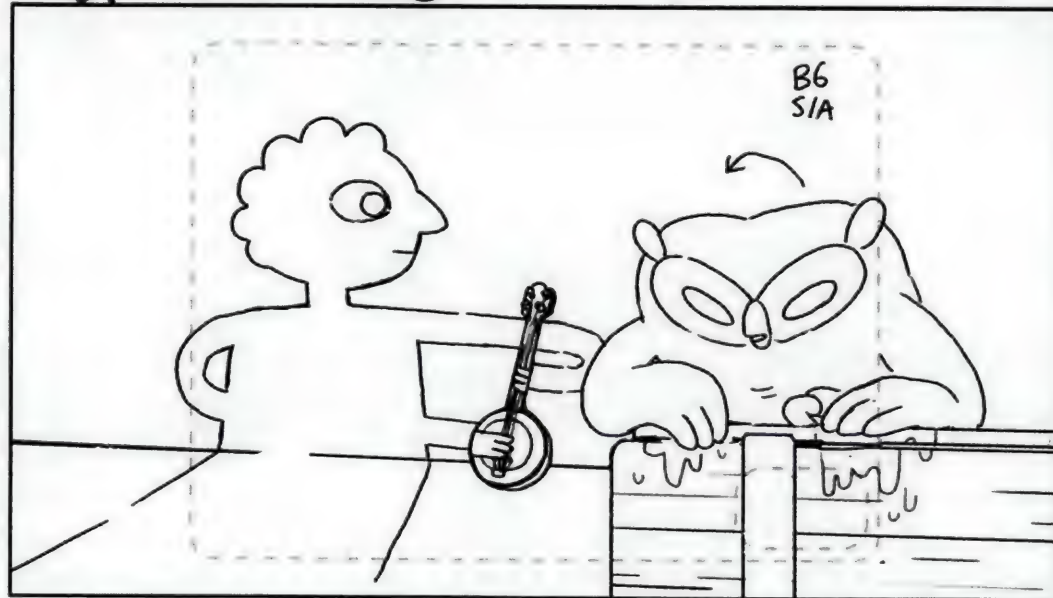


Page **99**

Sc. **72 CONT** Pnl. **D**

Bg.

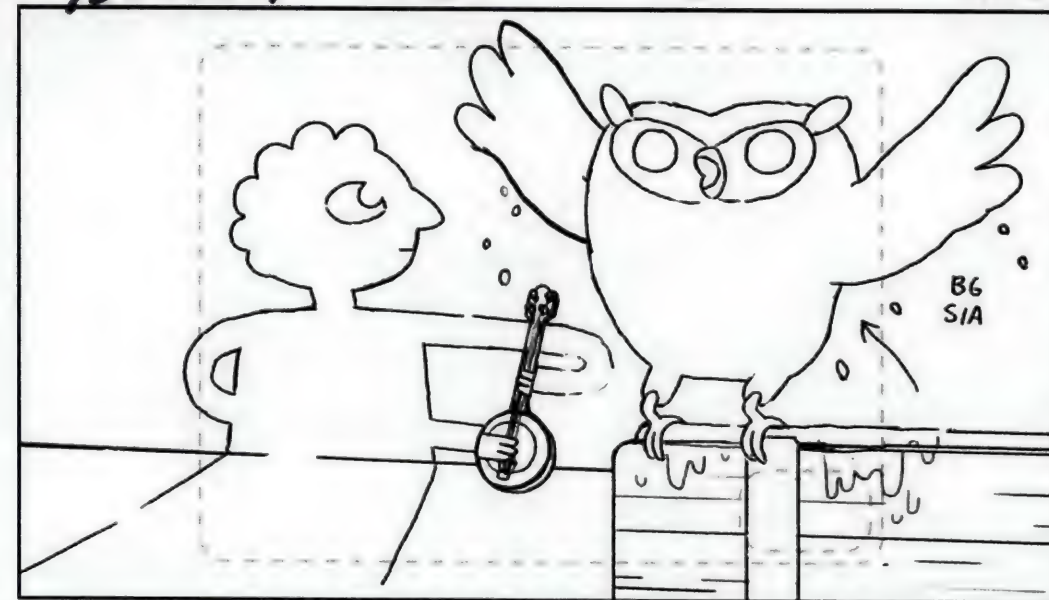
day night



Sc. **72 CONT** Pnl. **E**

Bg.

day night



Dialog:

- CO / THEN IT WOULD BE WORTH IT!

CO: FOR LOVE !!

Action:

- P STOPS NOODLING WHEN CO CLIMBS OUT OF TUB

- CO HOPS UP ON EDGE  
ON HOT TUB.

SEP 12 2014

Timing:

EPISODE# 1025-196

Production :

*He  
Cost*

1025/196

1025/196

1025/196

Ho  
Cut

# ADVENTURE TIME



Page 100

Sc. 73

Pnl. A

Bg.

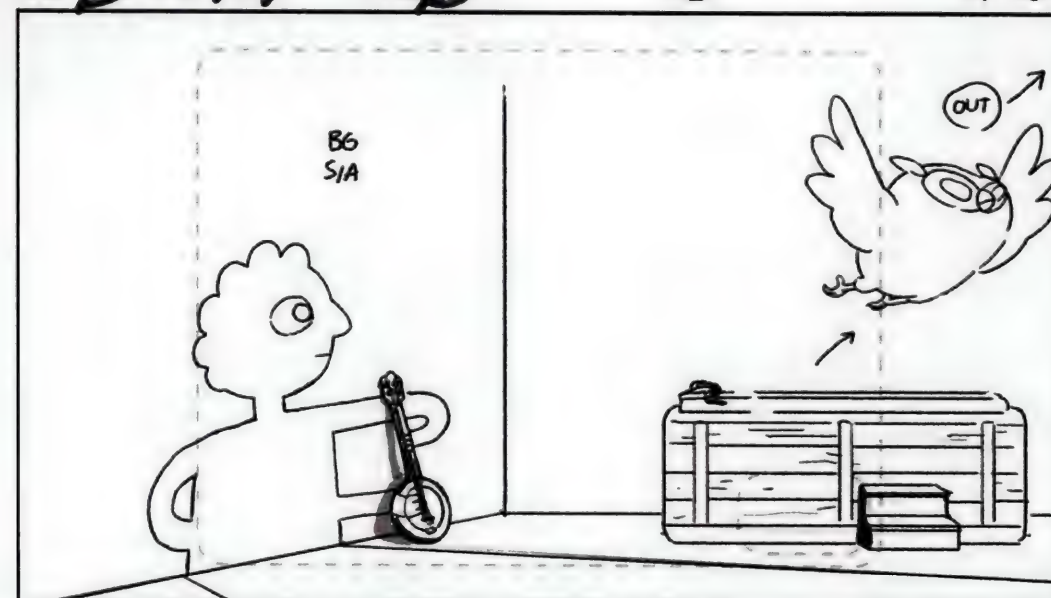
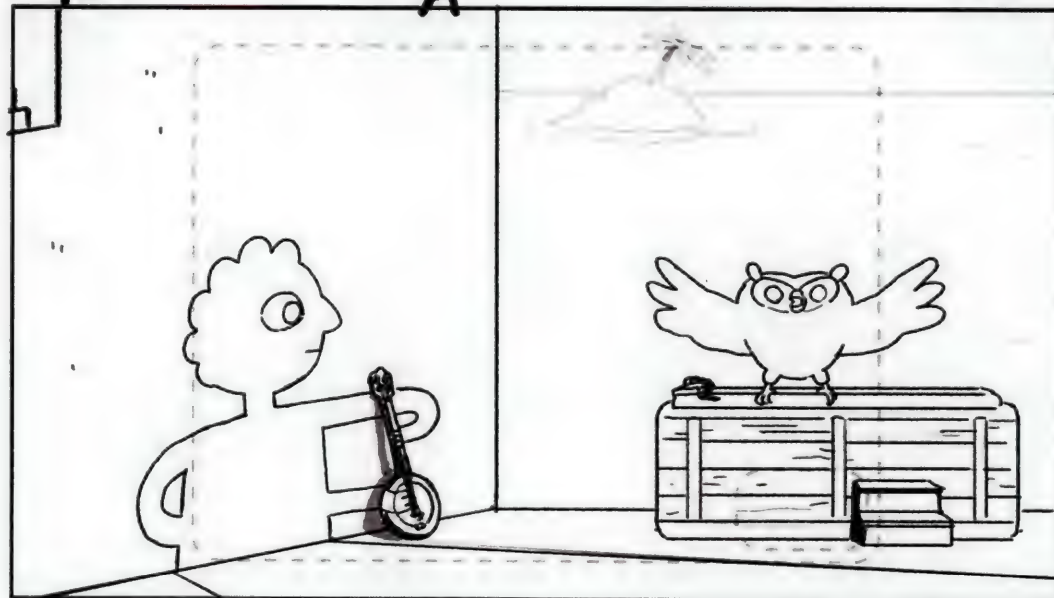
day night

Sc. 73 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- CO FLIES OFF/S

SEP 12 2014

Timing:

EPISODE # 1025-196

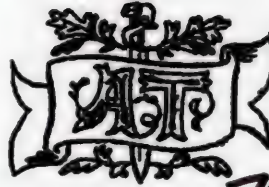
Production :

1025/196

1025/196

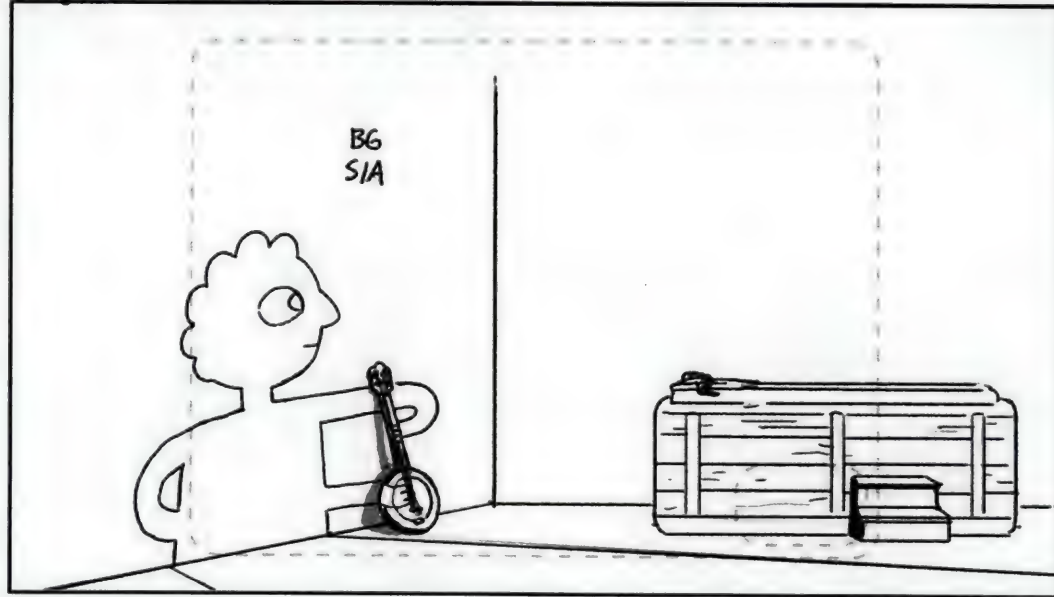


# ADVENTURE TIME

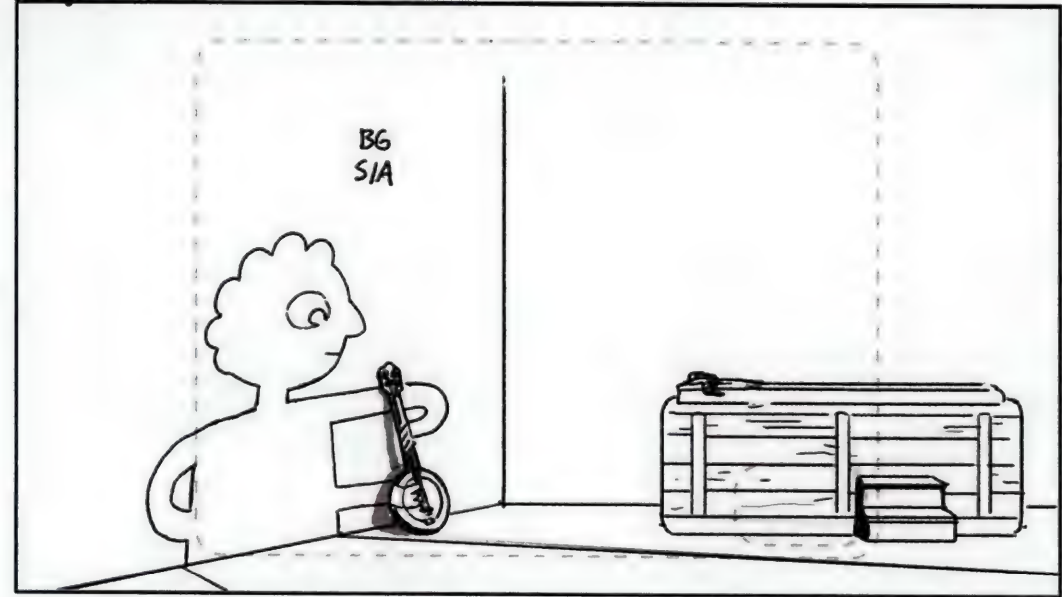


Page 101  
day night

Sc. 73 CONT Pnl. C Bg.



Sc. 73 CONT Pnl. D Bg.



Dialog:

Action:

Timing:

SFX: X BANJO PLUCKING

(D)



(L) ARM UP

P GOES BACK TO PLAYING BANJO

SEP 12 2014

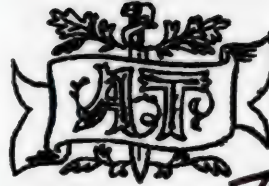
Production :

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1025/196

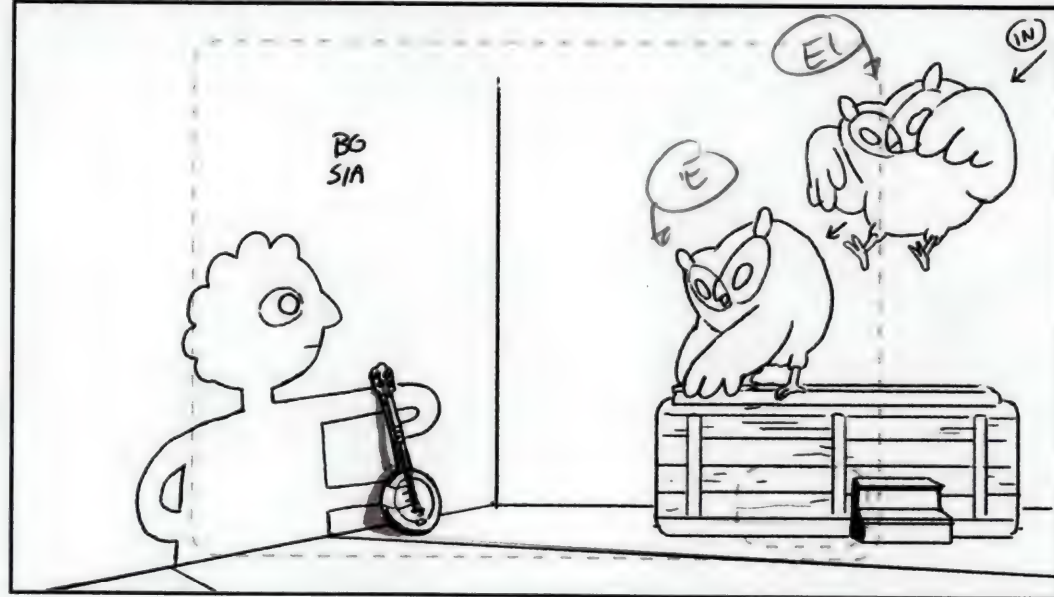
# ADVENTURE TIME



Sc. **73 CONT** Pnl. **E**

Bg.

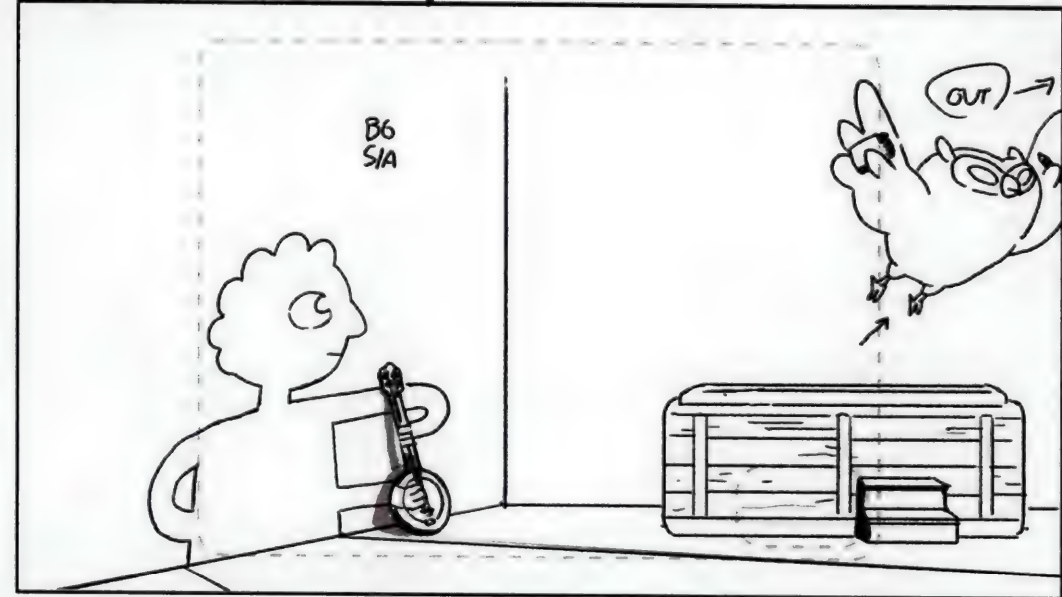
day night



Sc. **73 CONT** Pnl. **F**

Bg.

day night



Dialog:

CO / FORGOT MY SKETCHBOOK.

Action:

P ABRUPTLY STOPS

(2)



CO FLIES OFF/S AGAIN

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Timing:

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Production :



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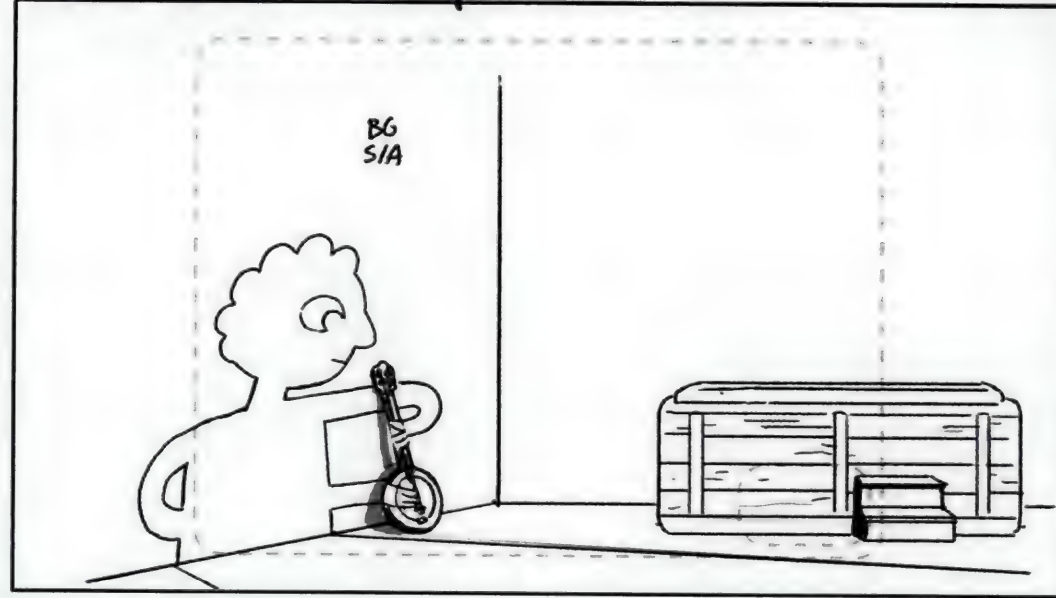
# ADVENTURE TIME



Sc. **13 CONT** Pnl. **G**

Bg.

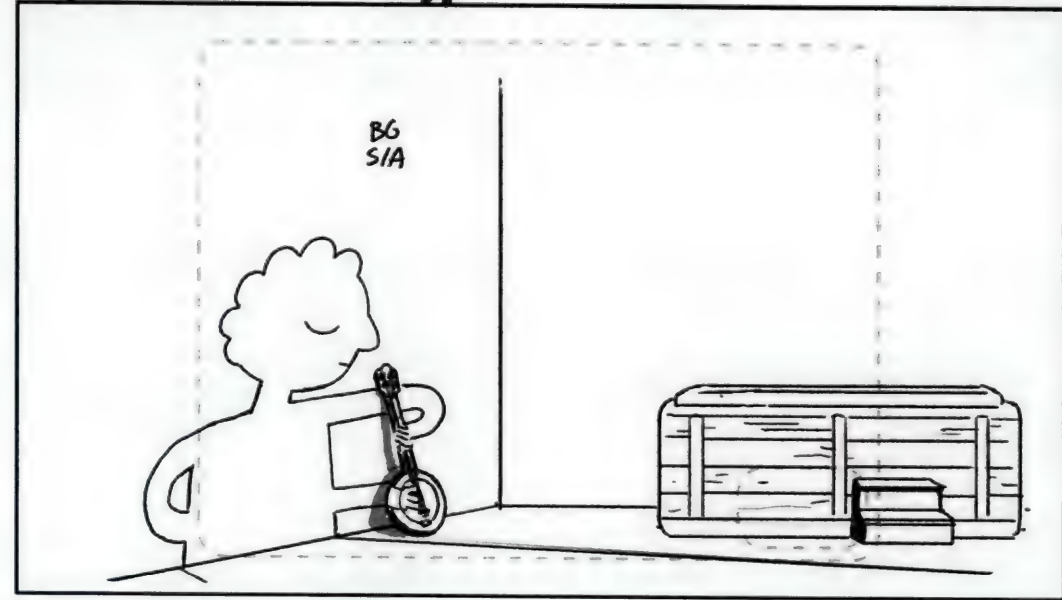
day night



Sc. **13 CONT** Pnl. **H**

Bg.

day night



Dialog:

Action:

P RESUMES PLAYING

SEP 12 2014

Timing:

*cut*

EPISODE # 1025-196

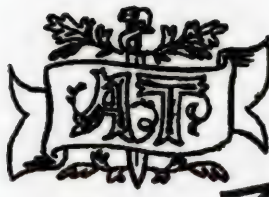
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Production :

1025/196

Cut

# ADVENTURE TIME



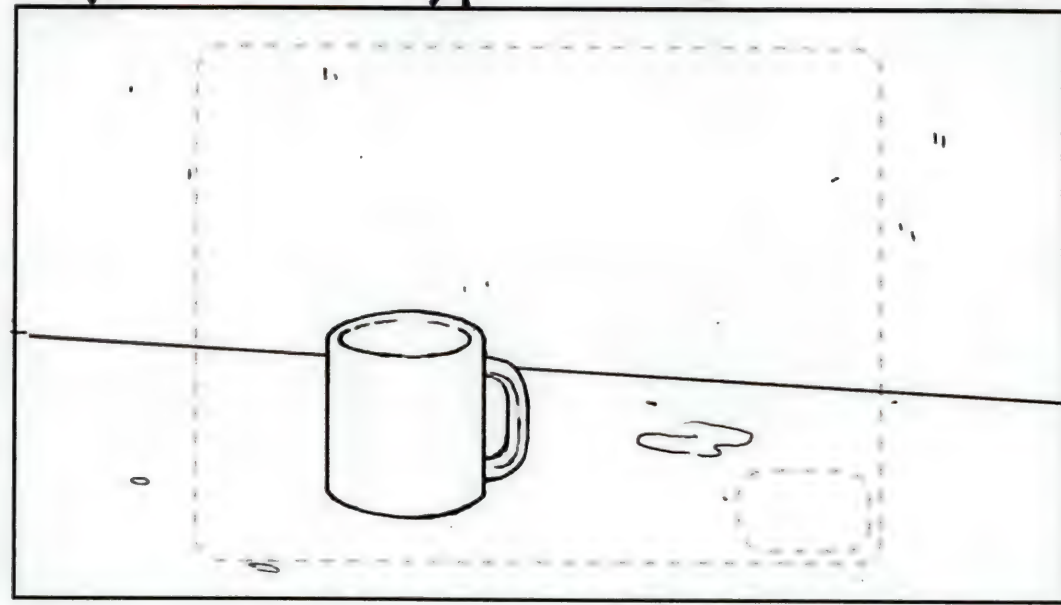
Page 104

Sc. 74

Pnl. A

Bg.

day night

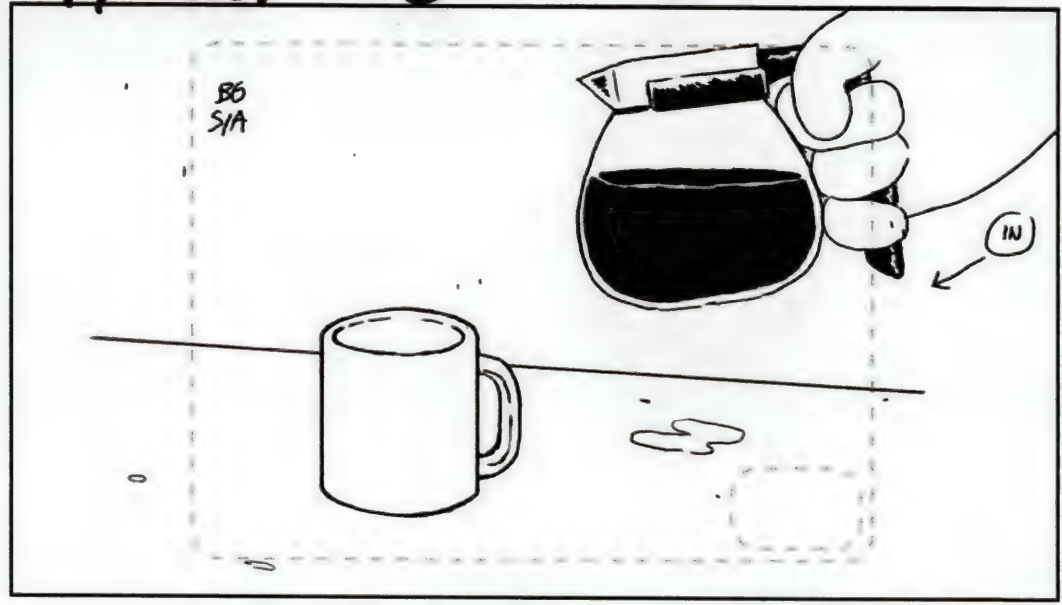


Sc. 74 CONT

Pnl. B

Bg.

day night



<b>Dialog:</b>	
<b>Action:</b> - INT. CO'S APARTMENT	
- CO BRINGS COFFEE POT ON/S.	
SEP 12 2014	
<b>Timing:</b>	

EPISODE #

Production :

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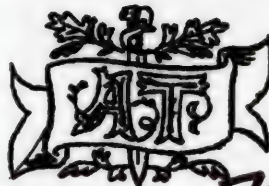
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# ADVENTURE TIME

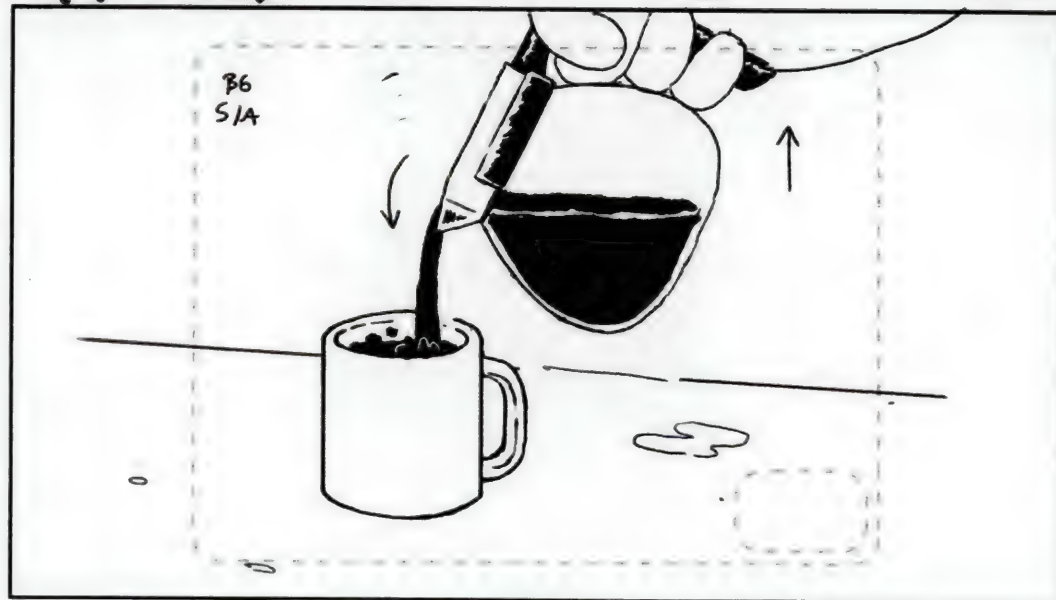


Page 105  
day night

Sc. 74 CONT Pnl. C

Bg.

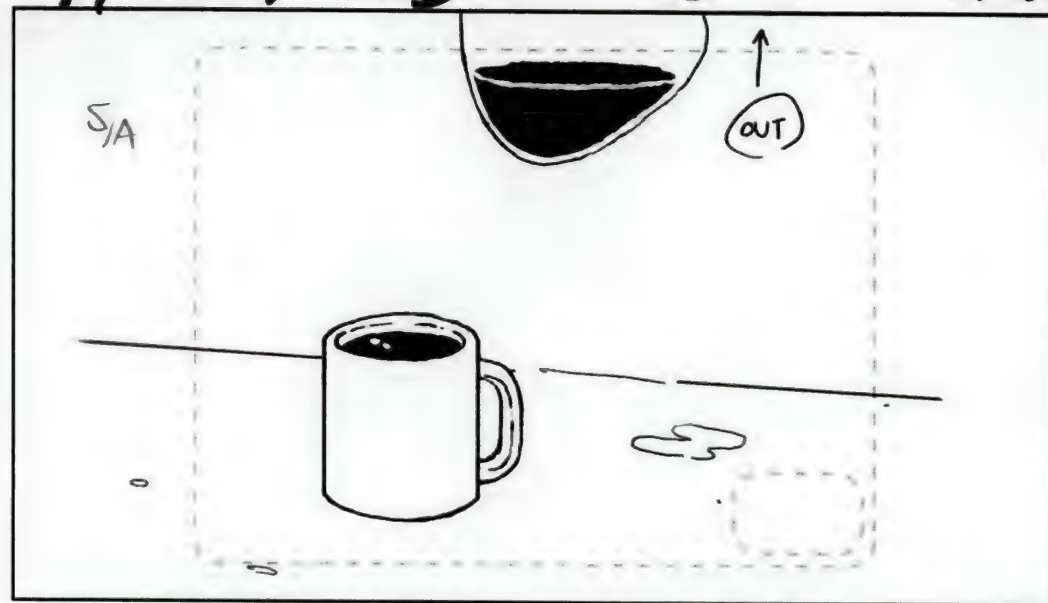
day night



Sc. 74 CONT Pnl. D

Bg.

day night



Dialog:

SFX: \*FSHH\*

Action:

- CO POURS A  
CUP OF COFFEE.

- CO PULLS POT OFF/S

Timing:



SEP 12 2014

Production :

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# ADVENTURE TIME



Page 106  
day night

Sc. 75

Pnl. A

Bg.

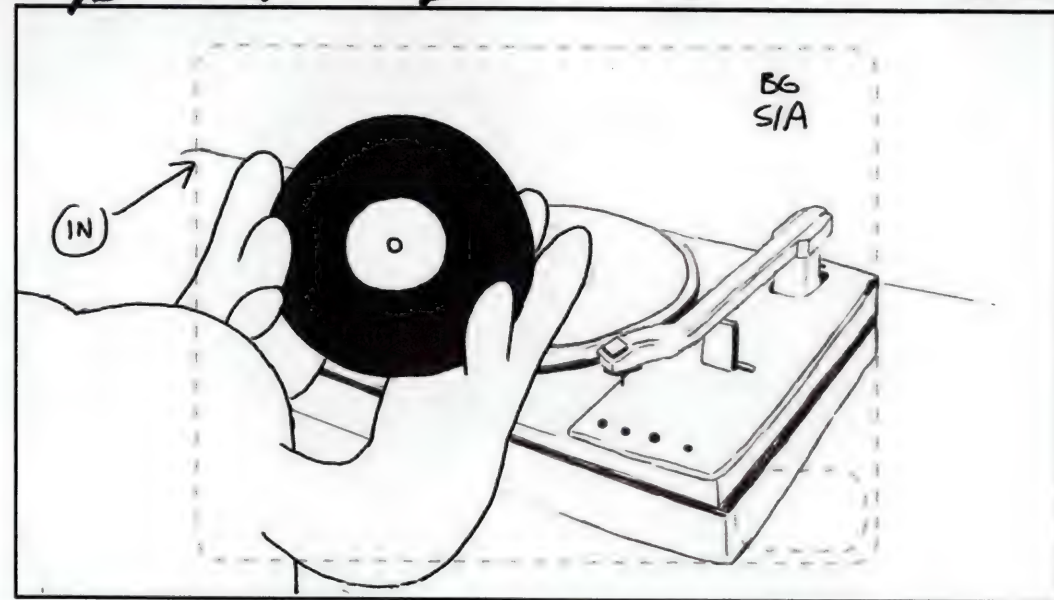
day night



Sc. 75 cont Pnl. B

Bg.

day night



Dialog:

Action:

- CU of RECORD PLAYER

- CO WALKS ON/S WITH RECORD

SEP 12 2014

Timing:

EPISODE #

Production :

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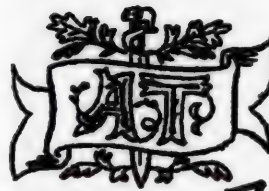
1025/196

1025/196

1025/196



# ADVENTURE TIME



Sc. 75 CONT Pnl. C

Bg.

day night



Sc. 75 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- CO PLACES RECORD ON TURNTABLE.

Timing:



EPISODE #

Production :

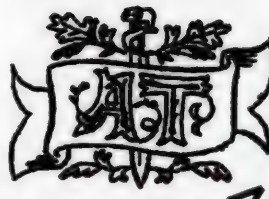
1025-196

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# ADVENTURE TIME



Sc. 75 CONT Pnl. E

Bg.

day night

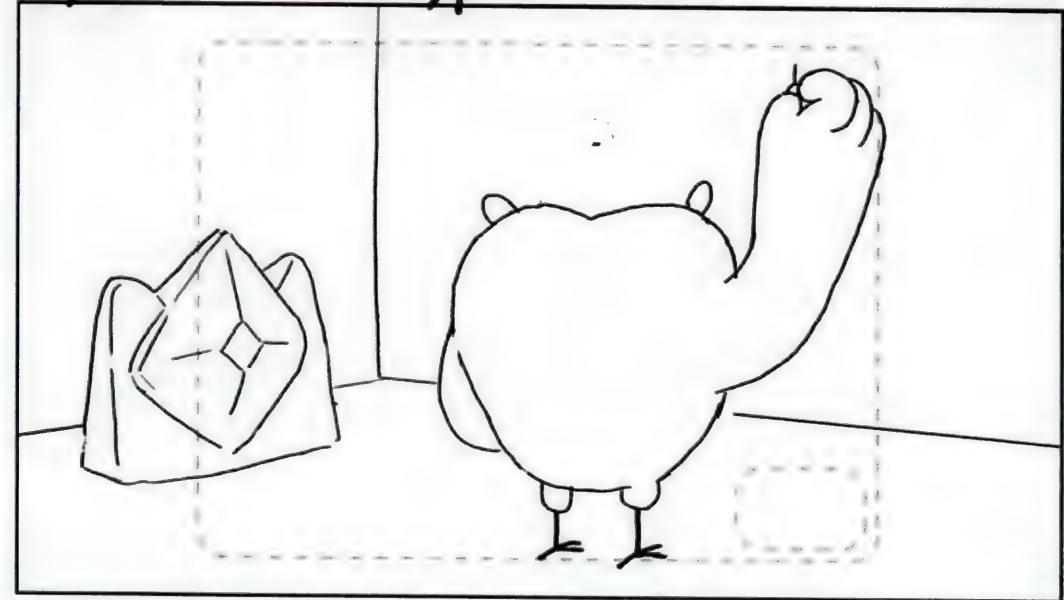


Sc. 76

Pnl. A

Bg.

day night



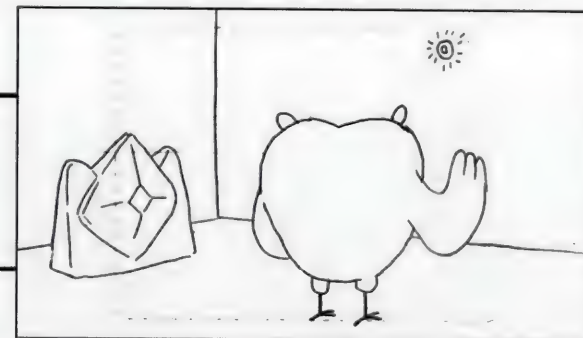
Dialog:

SFX: \* MUSIC \*

Action:

- RECORD SPINS, MUSIC PLAYS

Timing:



(A)

SEP 12 2014

Production :

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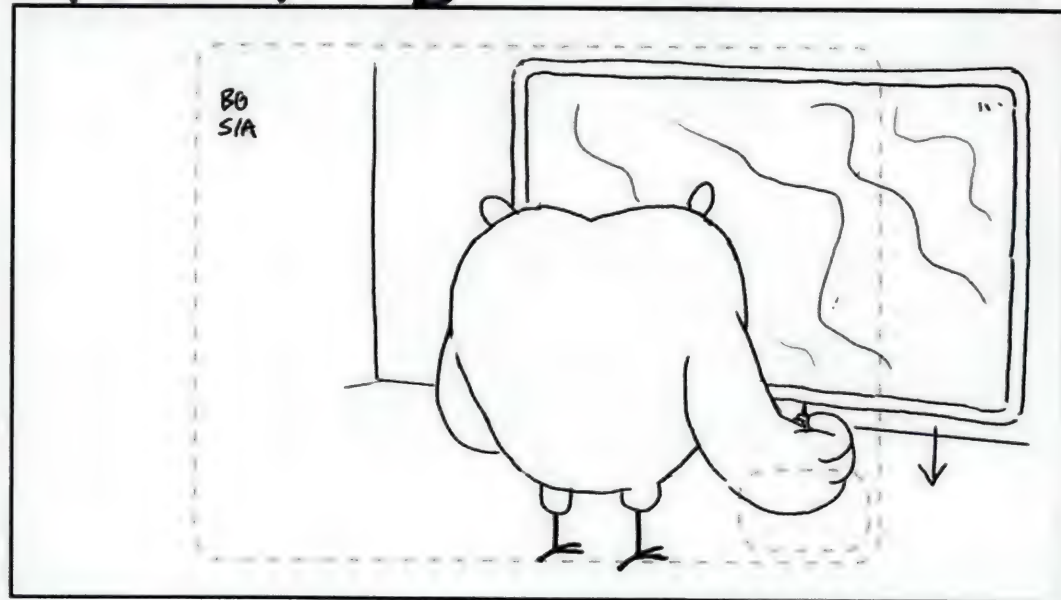
# ADVENTURE TIME



Sc. 76 CONT Pnl. B

Bg.

day night



Sc. 76 CONT Pnl. C

Bg.

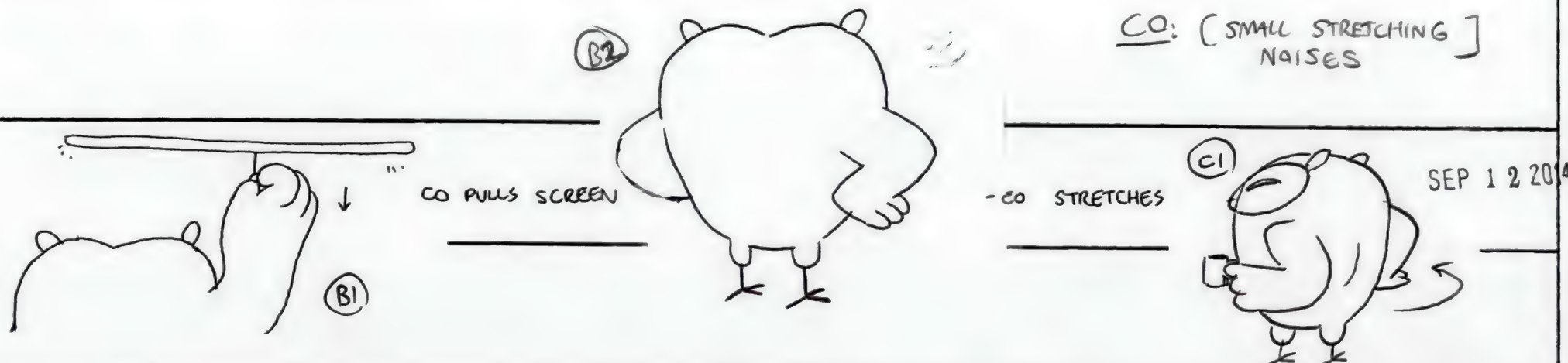
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

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# ADVENTURE TIME



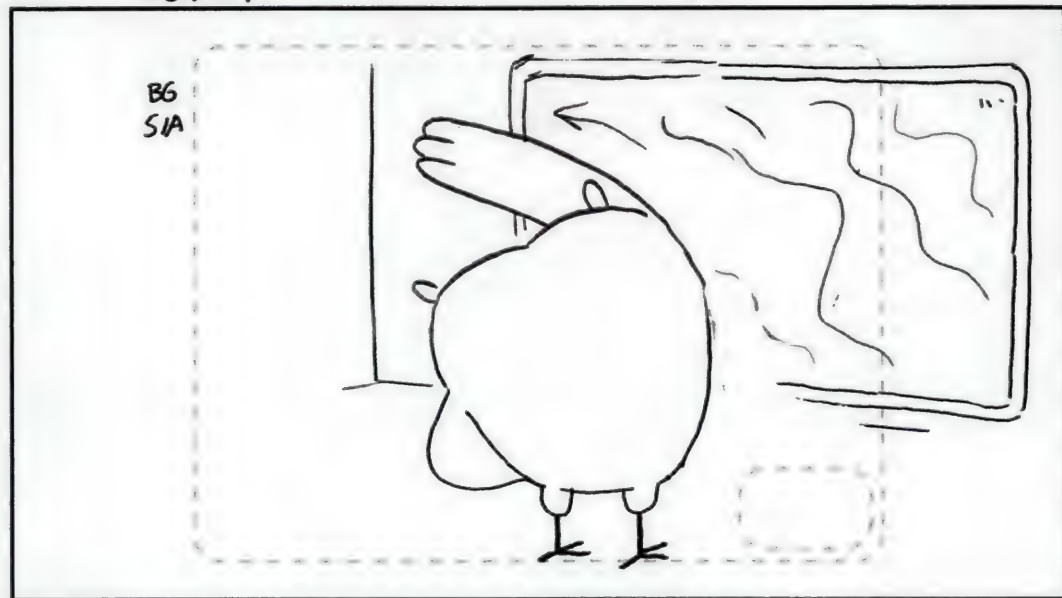
Page 110

Sc. 76 *CONT*

Pnl. D

Bg.

day night



Sc. *77*

Pnl. A

Bg.

day night

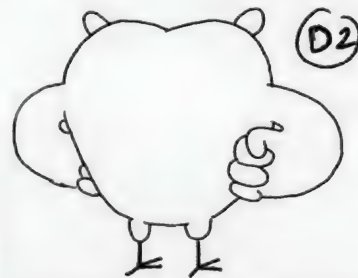


Dialog:

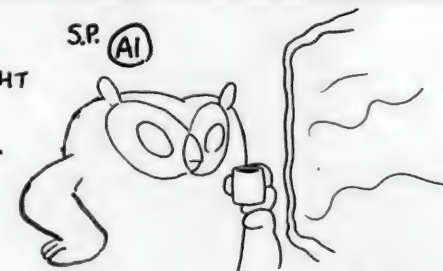
Action:

- C.O. STRETCHES

Timing:



- CO LEANS IN & LOOKS AT LIGHT



SEP 12 2014

Production :

EPISODE #

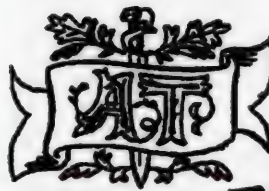
1025-196

1025/196

1025/196



# ADVENTURE TIME



Page III

Sc. 71 CONT

Pnl. B

Bg.

day night



Sc. 71 CONT

Pnl. C

Bg.

day night



*He cut*

1025-196

EPISODE #

1025/196

Dialog:

Action:

- CO TAPS . Dream Glob

Glob

: EXPANDS

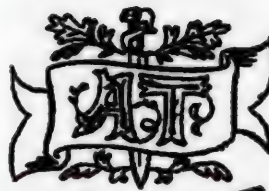
SEP 12 2014

Timing:

Production :

1025/196

# ADVENTURE TIME



Page **112**

Sc. **78**

Pnl. **A**

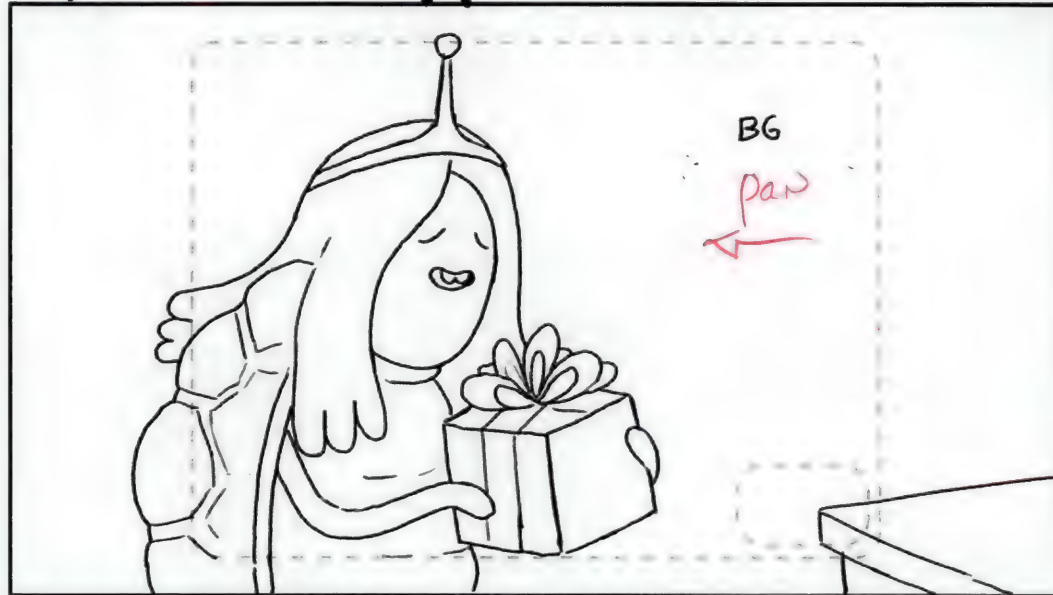
Bg.

day night

Sc. **78 CONT** Pnl. **B**

Bg.

day night



Dialog:

SFX / DING DONG (WEDDING BELLS)

Action:

- TP WALKING TO TABLE WITH WRAPPED BOX

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

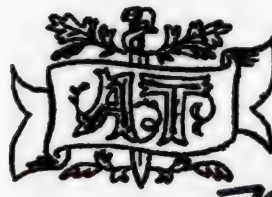
1025/196

NO CUT

1025/196



# ADVENTURE TIME



Page **H3**  
day night

Sc. **78 CONT** Pnl. **C**

Bg.

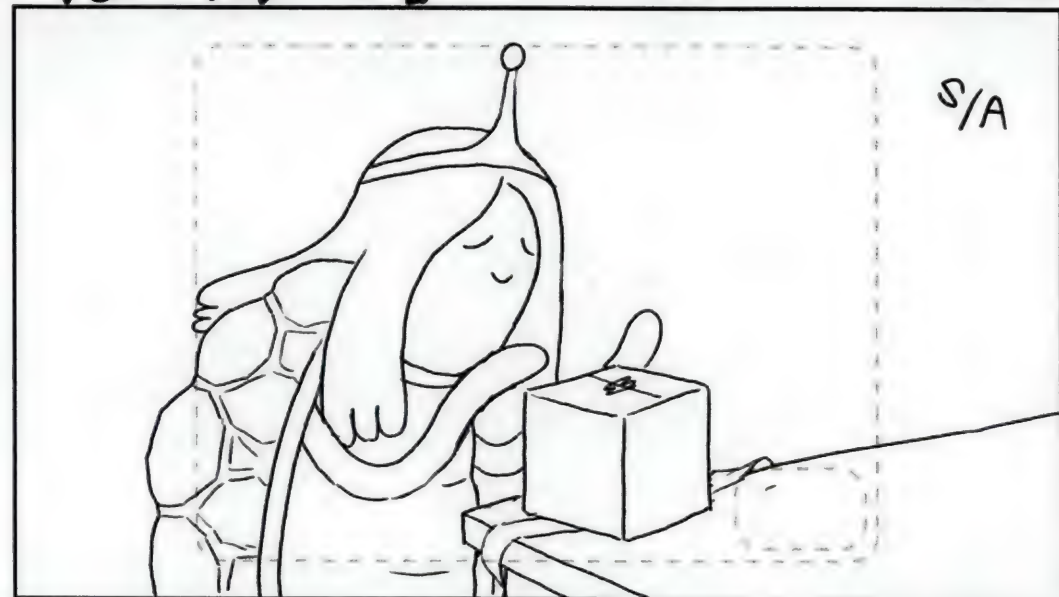
day night



Sc. **78 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

— TP PLACES BOX ON TABLE

— TP OPENS PRESENT

Timing:



SEP 12 2014

1025-196

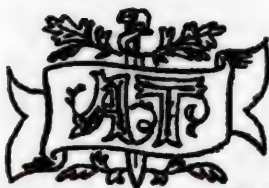
EPISODE #

1025/196

Production :

1025/196

# ADVENTURE TIME



Page 114

Sc. 7B CONT

Pnl. E

Bg.

day night

Sc. 7B CONT

Pnl. F

Bg.

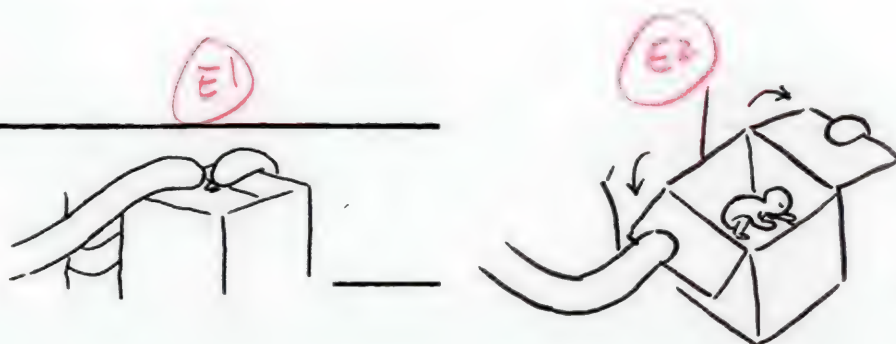
day night



Dialog:

Action:

Timing:



- TP LEANS FORWARD AND TILTS BOX,  
- THERE'S A LITTLE GUY INSIDE

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196



# ADVENTURE TIME



Page 115  
day night

*Handwritten:* Hu cut

1025-196

1025/196

EPISODE #

Production :

1025/196

Sc. 78 CONT

Pnl. G

Bg.

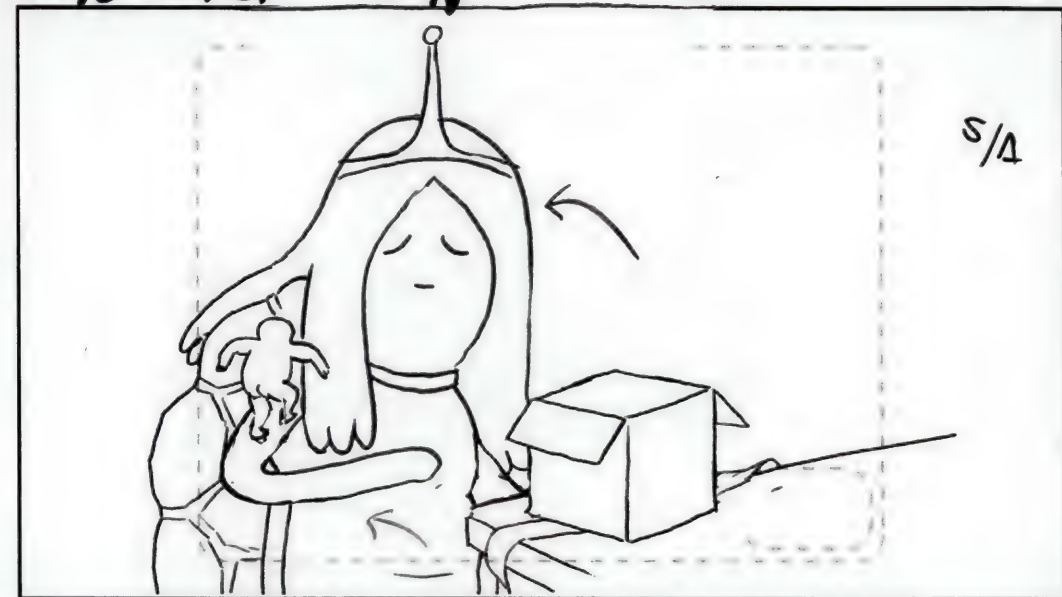
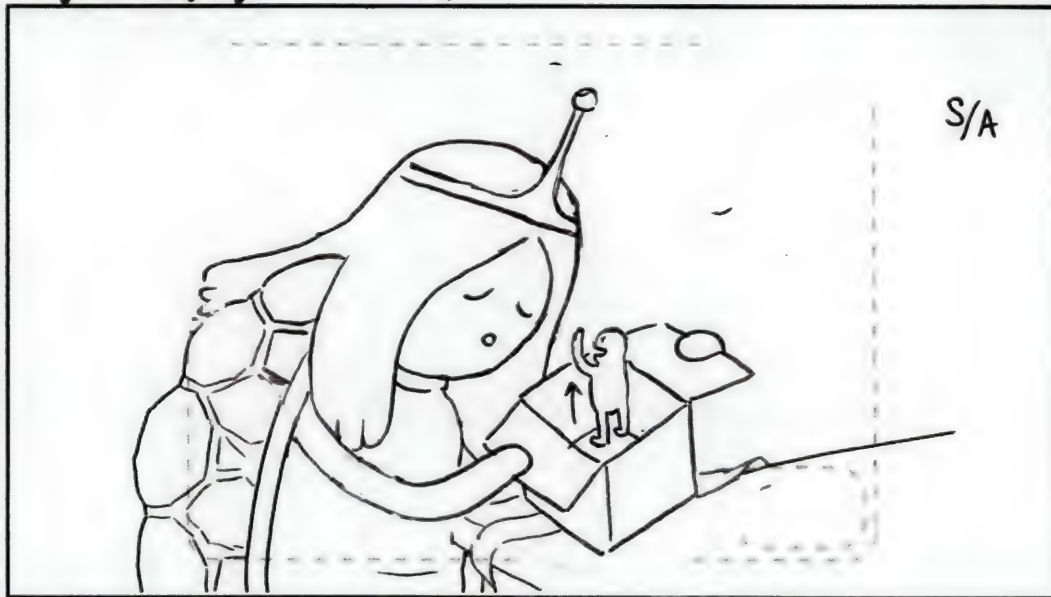
day night

Sc. 78 CONT

Pnl. H

Bg.

day night

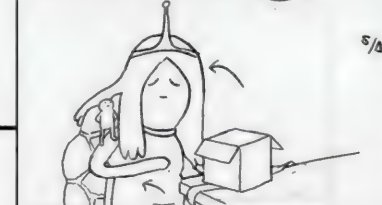


Dialog:

SFX / WILD APPLAUSE

- LITTLE GUY CRAWLS OUT OF BOX  
AND UP TP'S ARM.

Timing:



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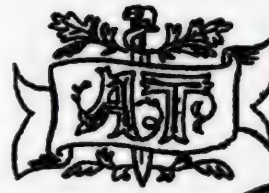
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Ho  
Cut

# ADVENTURE TIME



Ho  
Cut

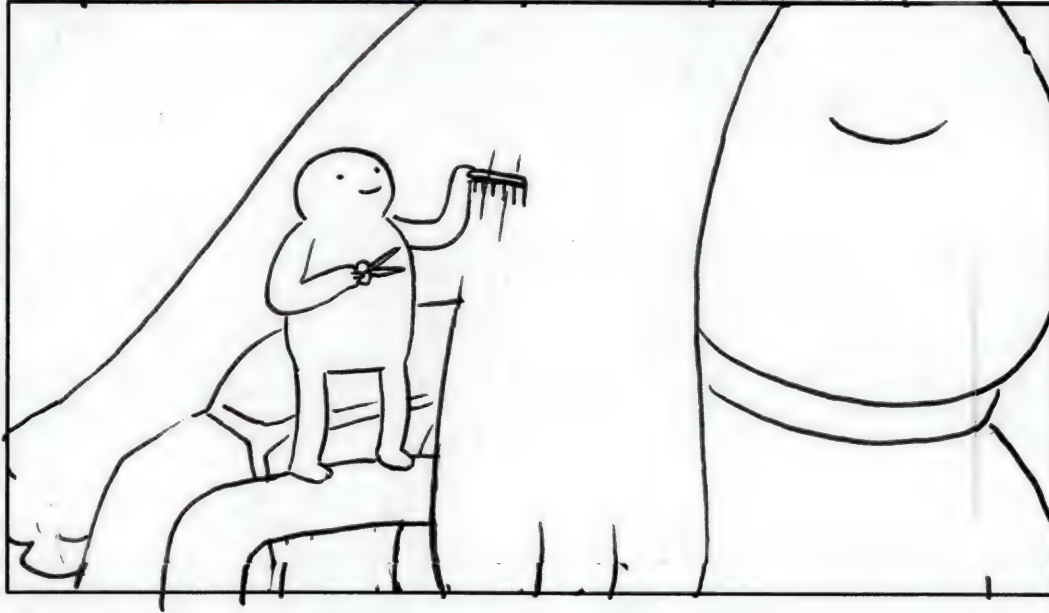
Page 116

Sc. 79

Pnl. A

Bg.

day night

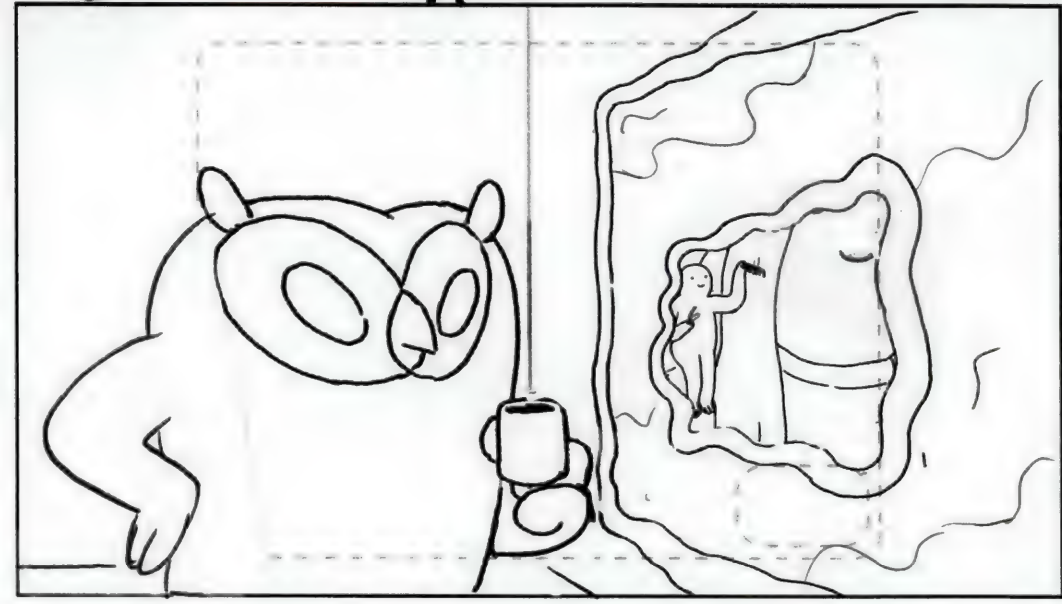


Sc. 80

Pnl. A

Bg.

day night



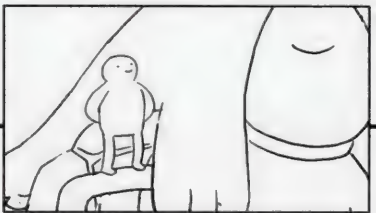
Dialog:



Action:

HE COMBS HER HAIR (A B C D A B C D)

Timing:



(A1)

SEP 12 2014

EPISODE #

Production :

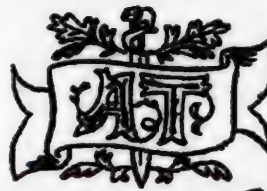
1025-196

1025/196

1025/196



# ADVENTURE TIME

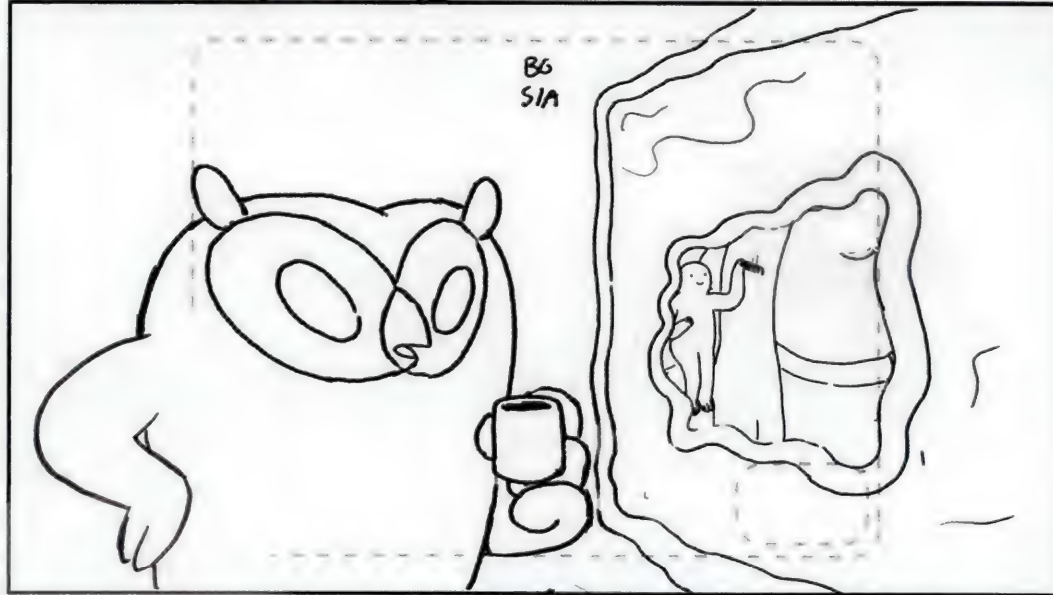


Page **117**  
day night

Sc. **80 CONT** Pnl. **B**

Bg.

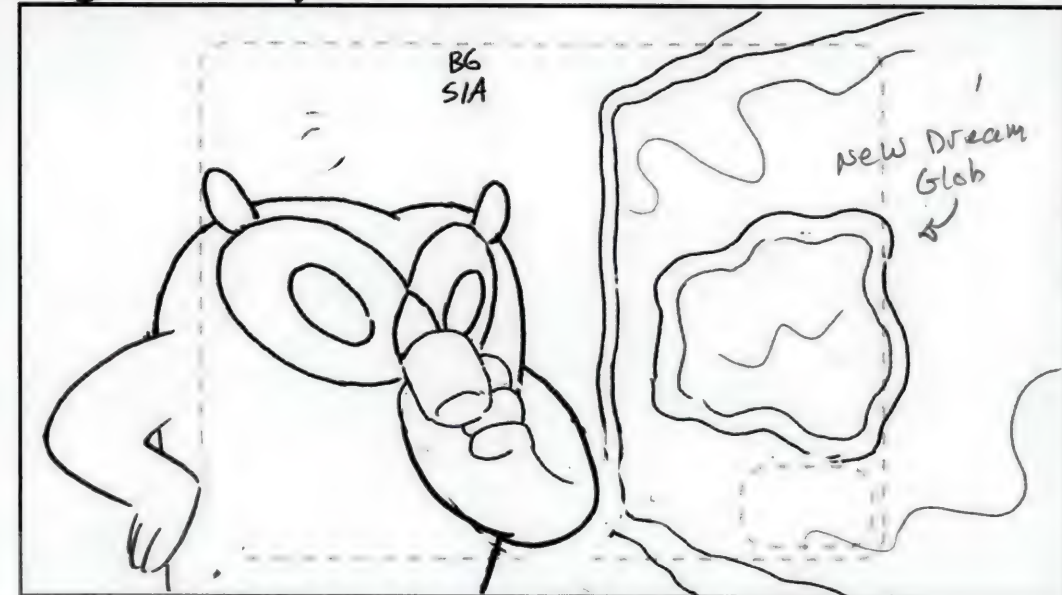
day night



Sc. **80 CONT** Pnl. **C**

Bg.

day night



Dialog:

CO / GONNA BE A LONG NIGHT.

Action:

- CO SWIPES TO NEXT DREAM  
THEN SIPs COFFEE



Timing:

SEP 12 2014

EPISODE #

Production :

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1025/196

1025/196

Cut

# ADVENTURE TIME



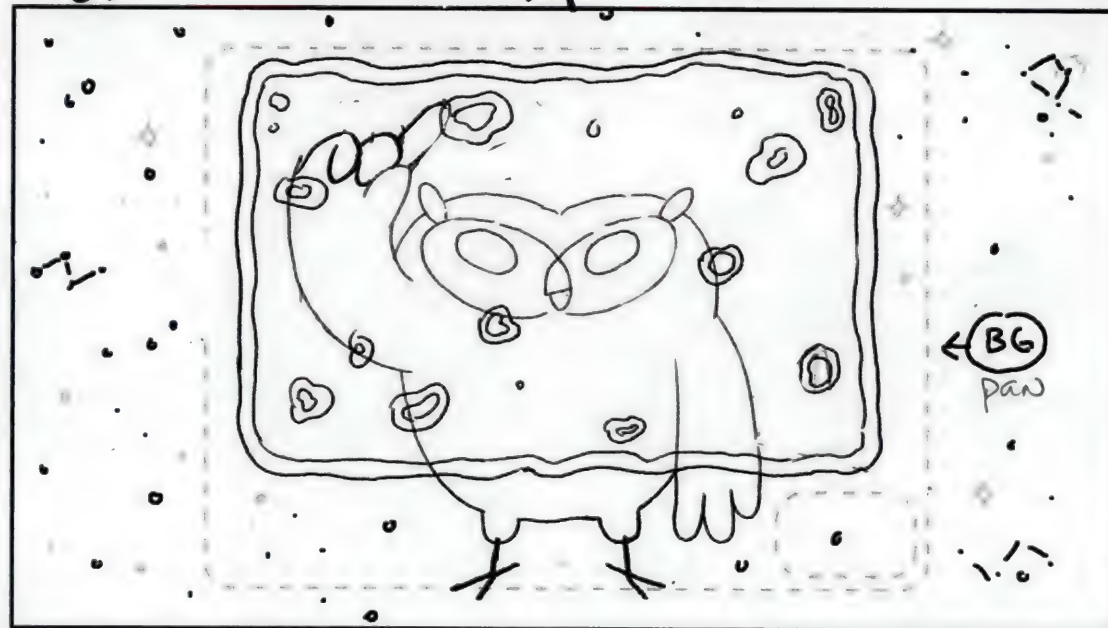
Sc. 81

Pnl

A

Bg.

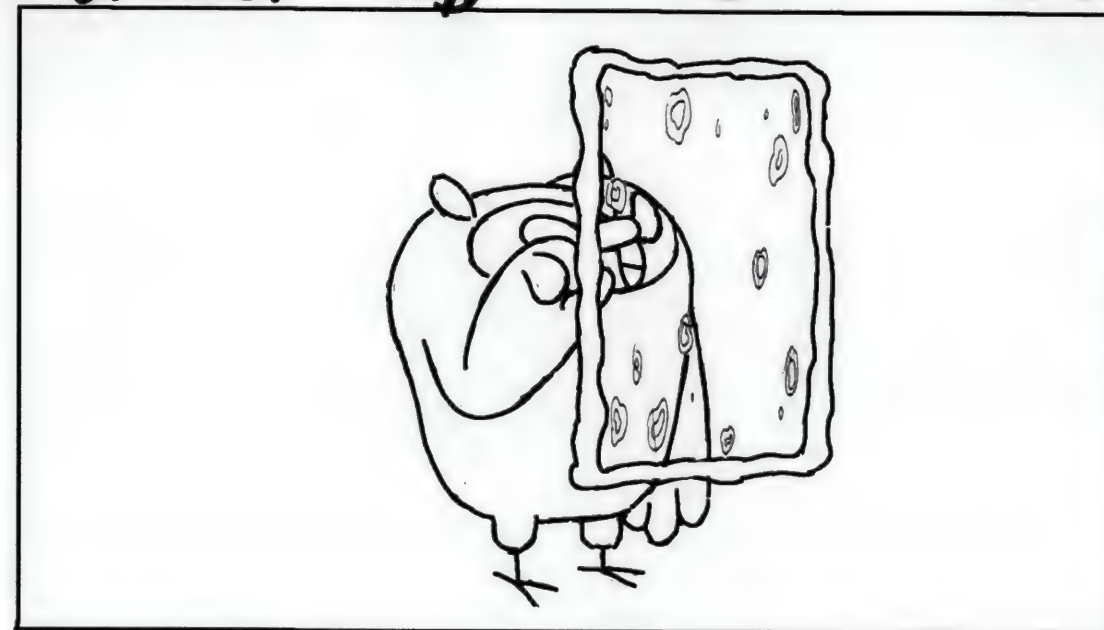
day night



Sc. 81 CONT

Pnl. B

Bg.



Page 118  
NEXT  
day night

Dialog:

♪ ♪ MONTAGE MUSIC ♪ ♪ ♪

Action:

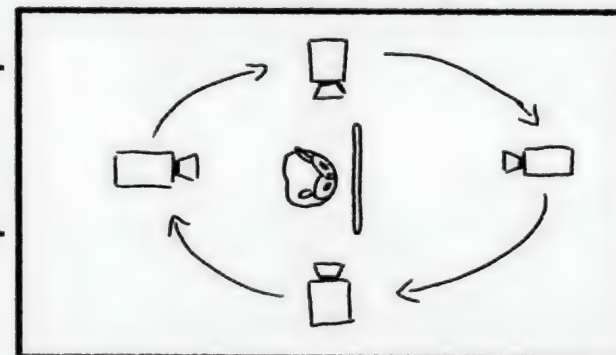


CO TAPS TO EXPAND DOT (SHOWING DREAMS)  
THEN SWIPES AWAY

Timing:

HAND GESTURES HAPPEN  
WHILE COSMIC OWL + SCREEN  
ROTATE CONTINUOUSLY.

CAMERA CIRCLES AROUND CO



SEP 12 2014

Production :

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1025-196 961/5201

1025/196



# ADVENTURE TIME

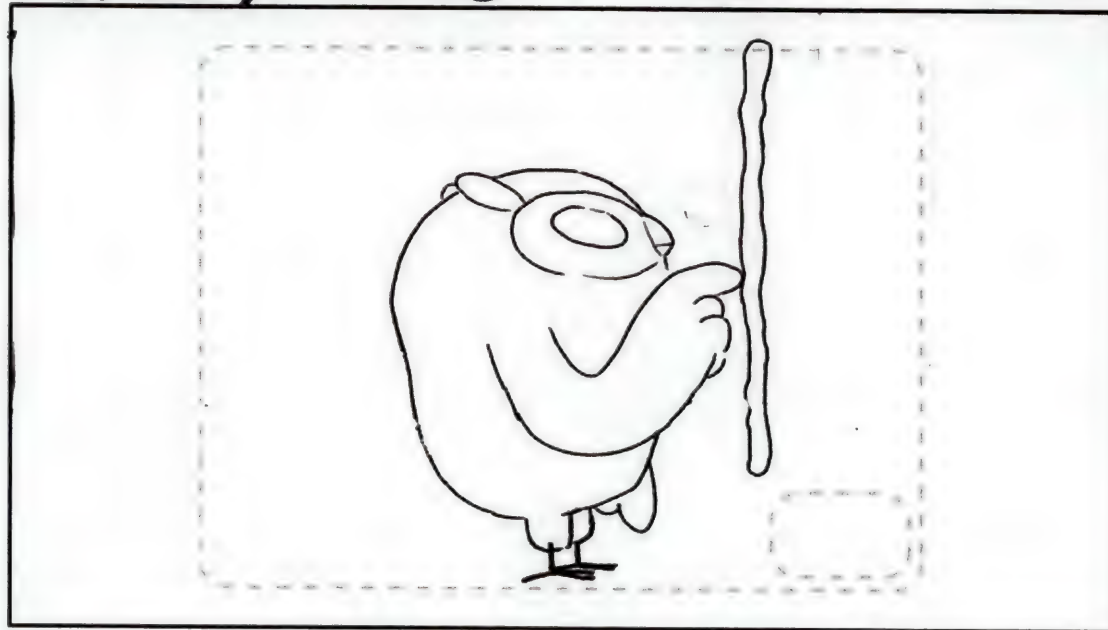


Sc. 8/cont

Pnl. C

Bg.

day night

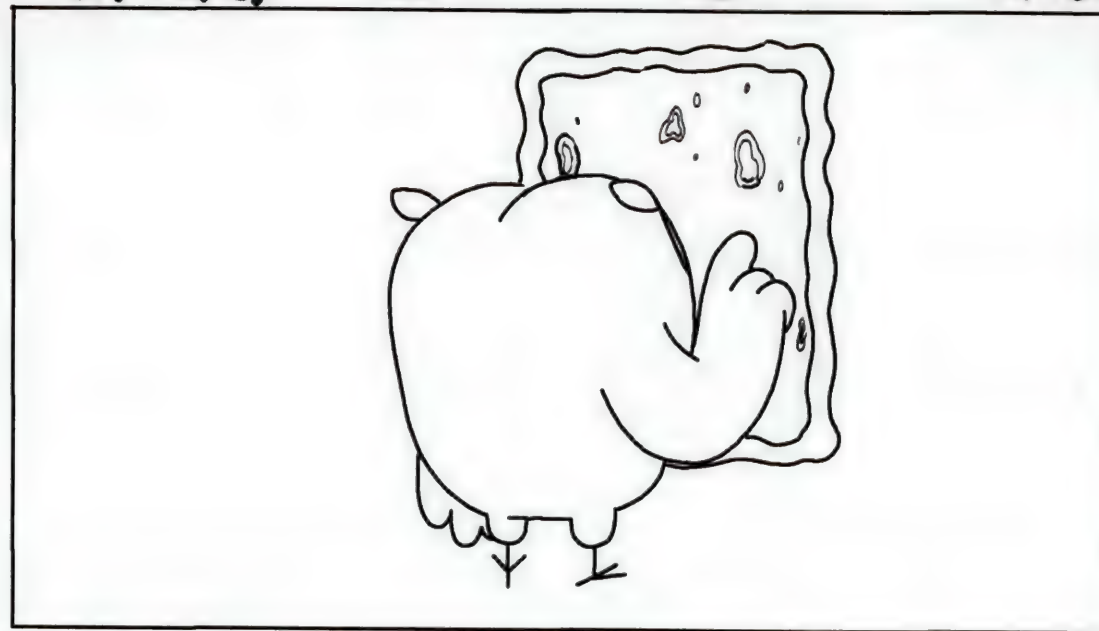


Sc. 8/cont

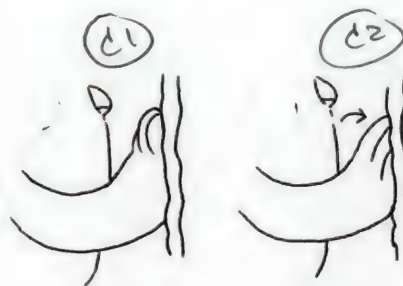
Pnl. D

Bg.

Page 18A  
18B NEXT  
day night



Dialog:



Action:

SEP 12 2014

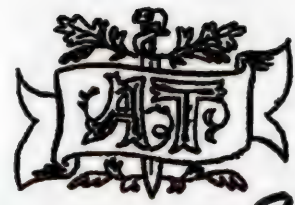
Timing:

1025-196  
961/5201  
EPISODE #

Production :

1025/196

ADVENTURE TIME



Sc. 8/CONT

Pnl. E

Bg.

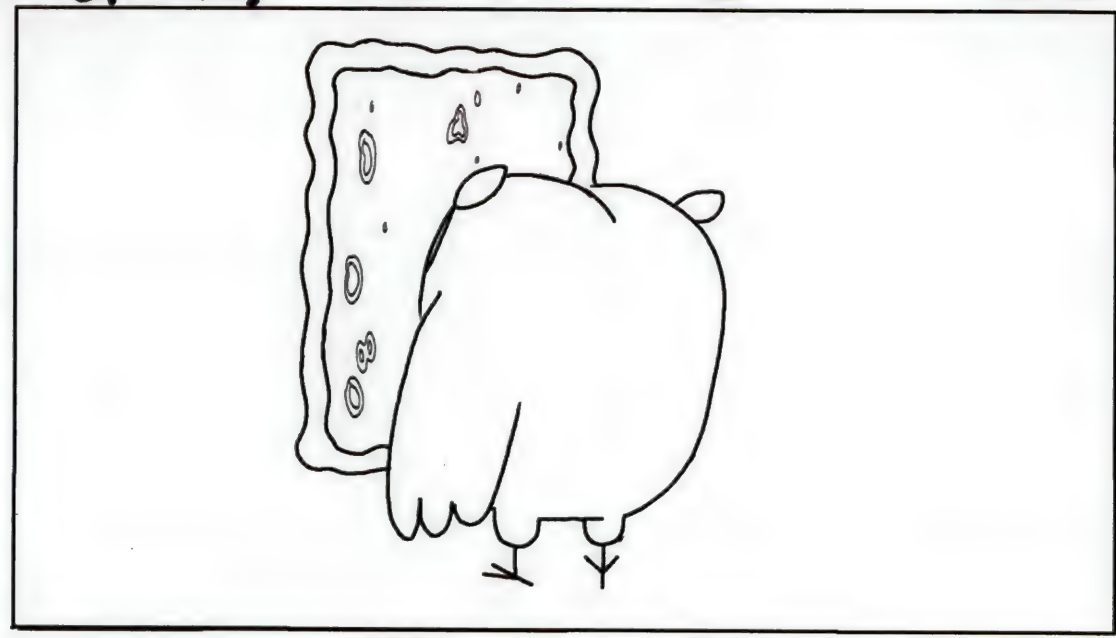
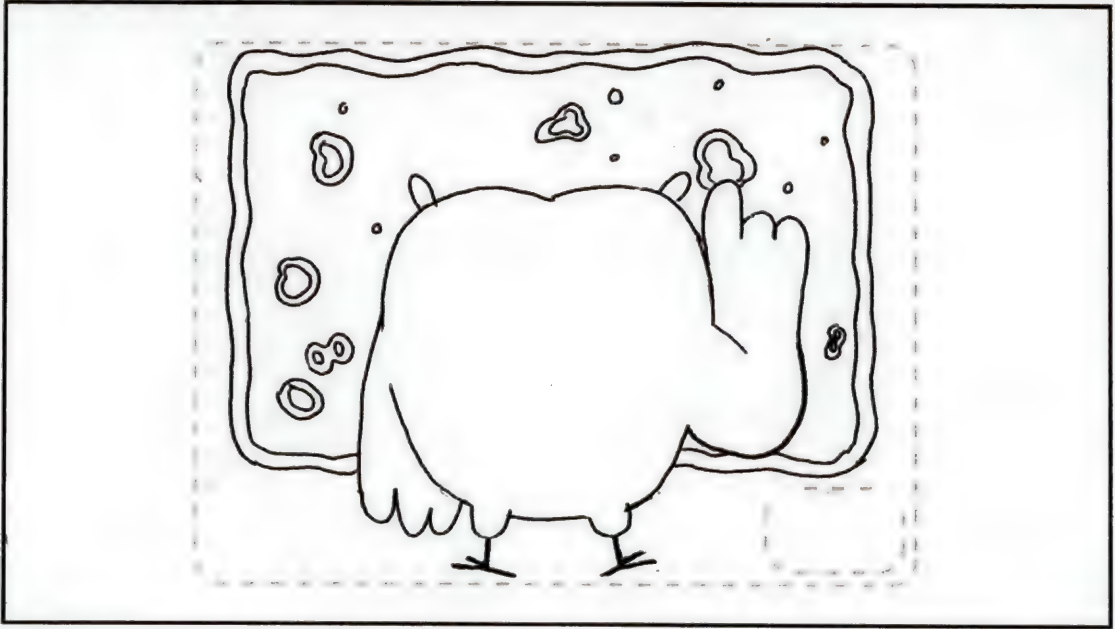
day night

Sc. 8/CONT

Pnl. F

Bg.

day night



Dialog:	
Action:	TAP & SWIPE
Timing:	



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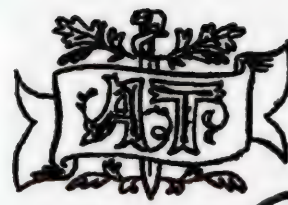
1025-196  
961/5201  
EPISODE #

Production :

1025/196



# ADVENTURE TIME



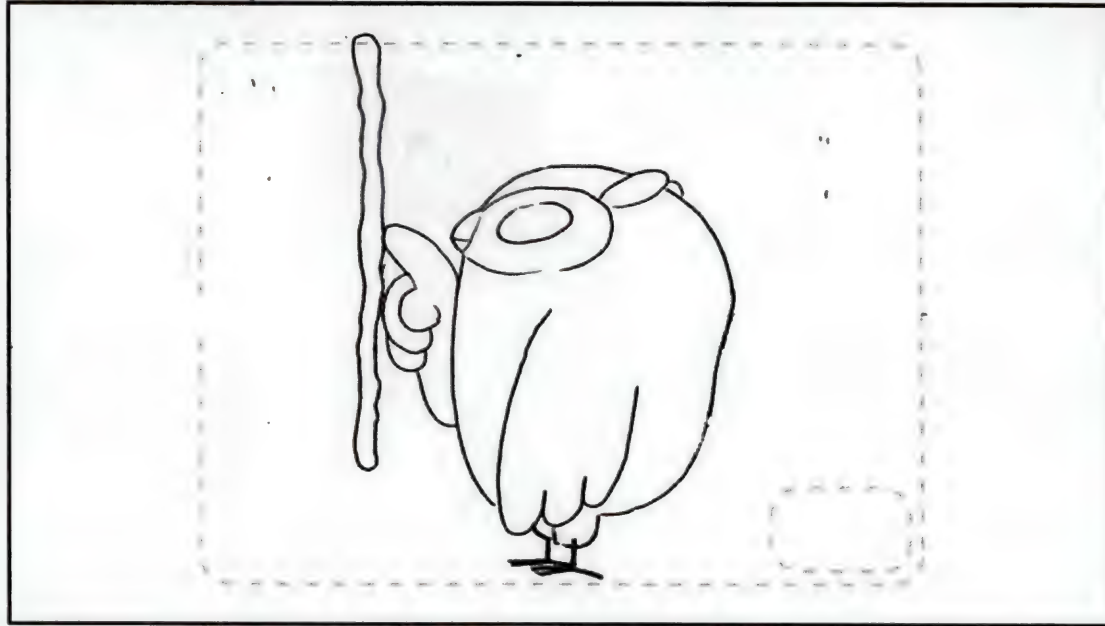
Page 119

Sc. 81 CONT

Pnl. G

Bg.

day night

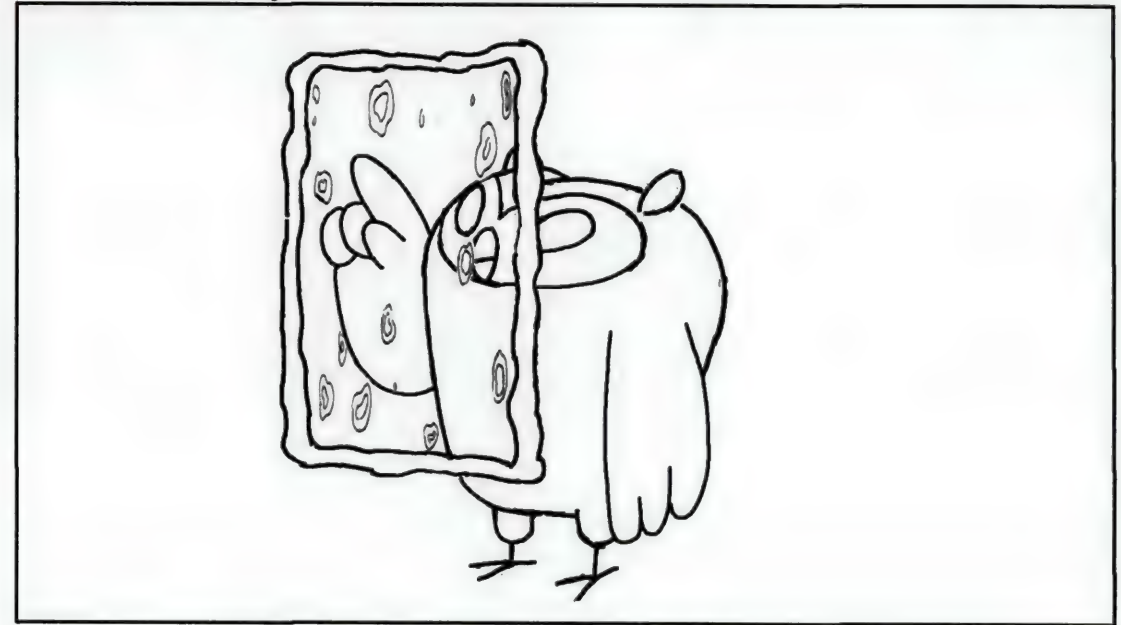


Sc. 81 CONT

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:



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Production :

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# ADVENTURE TIME



Page 120

Sc. 82

Pnl. A

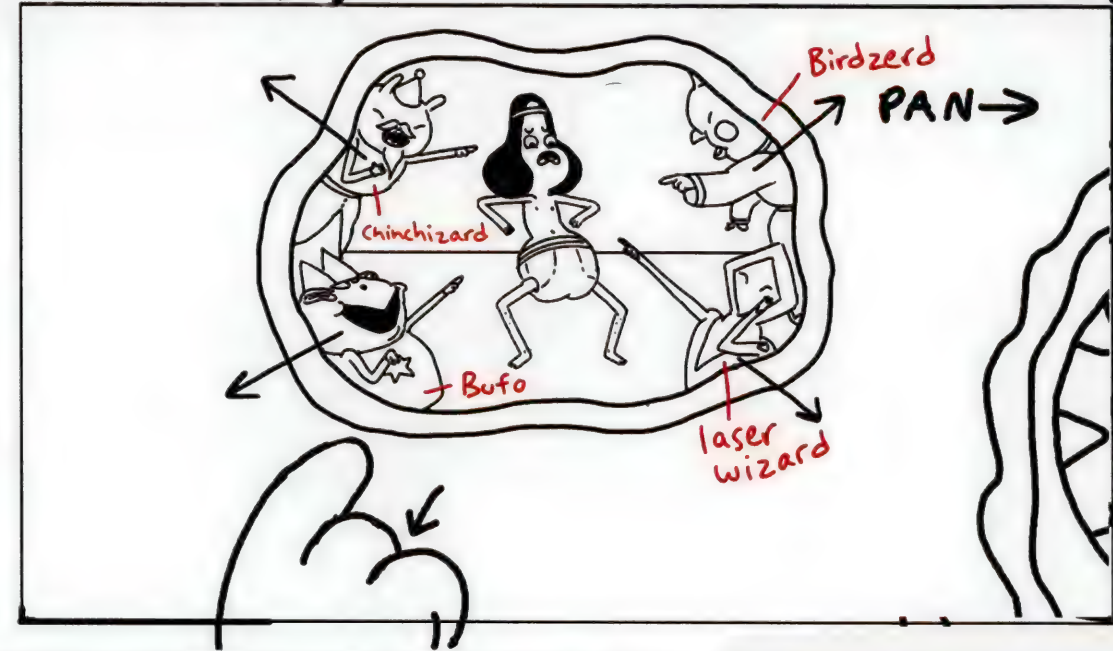
Bg.

day night

Sc. 82 CONT Pnl. B

Bg.

100A NEXT



1025-196

# EPISODE

1025/196

Dialog:

Action:

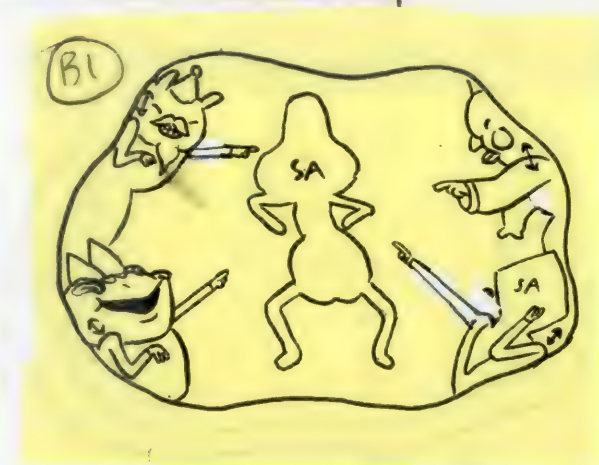
- TAP TAP

Timing:



- IMAGE ENLARGES
- ABRACADANIEL IS IN HIS UNDERWEAR WITH A CROWD OF WIZARDS LAUGHING AT HIM

camera panning rt. Faster than panels drifting RT. (SEE REF. PG. 120G)



SEP-12-2014

1025/196



# ADVENTURE TIME

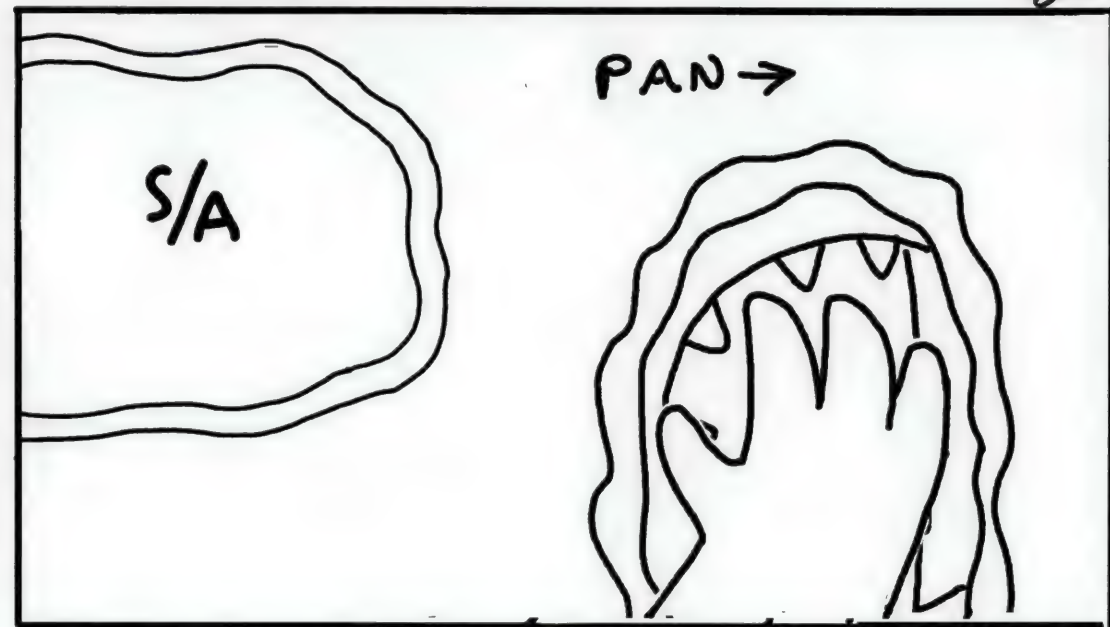
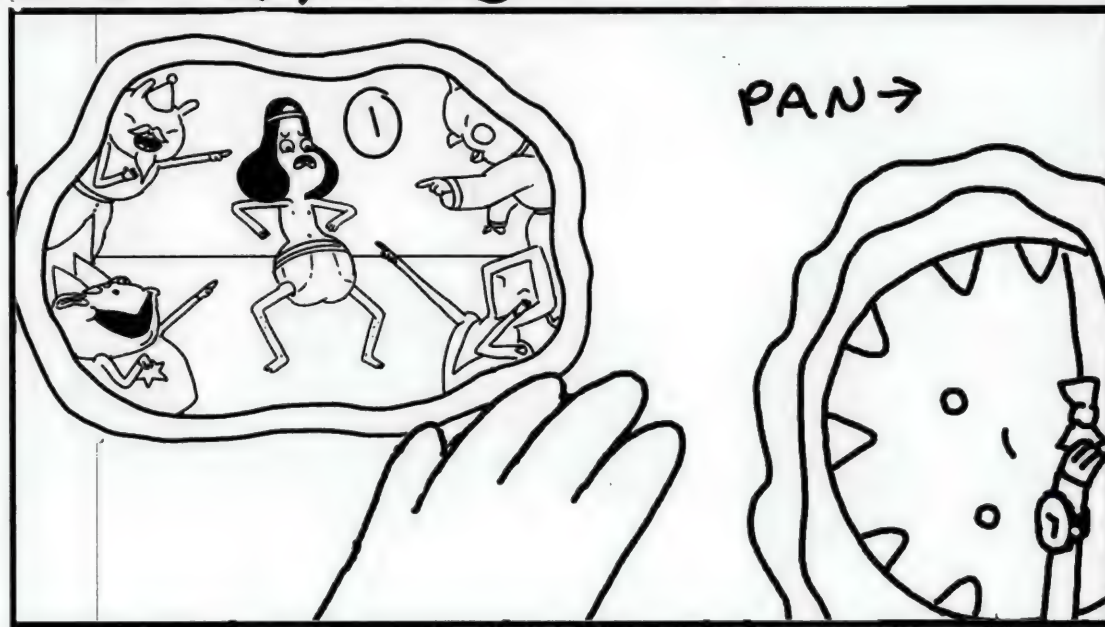


Sc. 82 cont Pnl. C

Bg.

Sc. 82 cont PNL D

Page 120A  
120B NEXT



Dialog:

Action:

- C.O. GRABS SIDWAYS IMAGE  
OF PEP BUTTS.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

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1025/196

# ADVENTURE TIME



Page 120 B

120C NEXT

Sc. 82 CONT Pnl. E

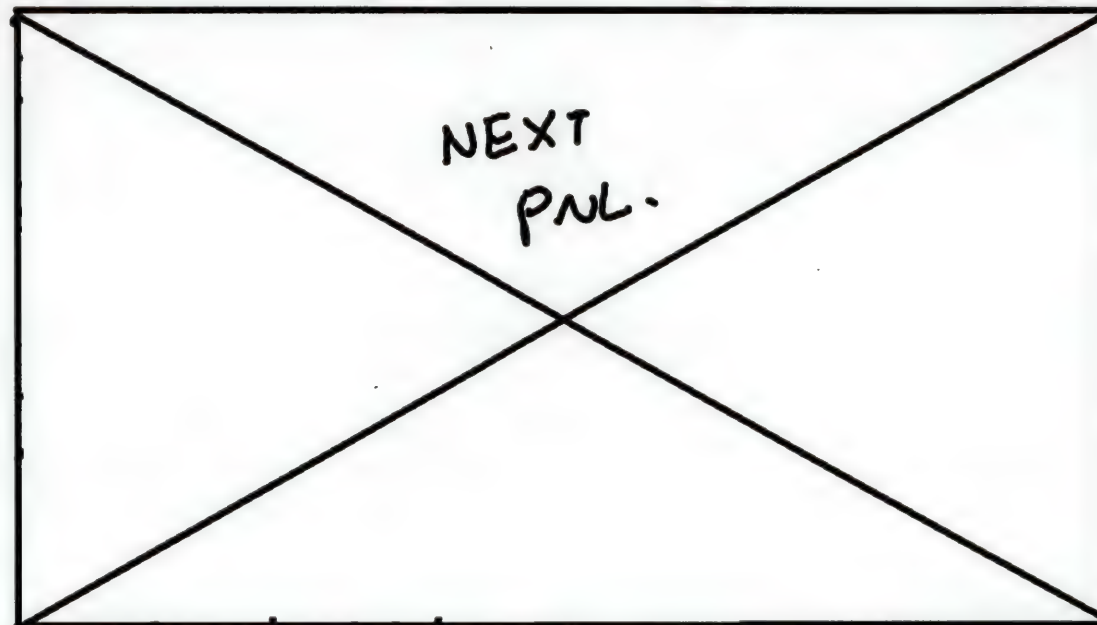
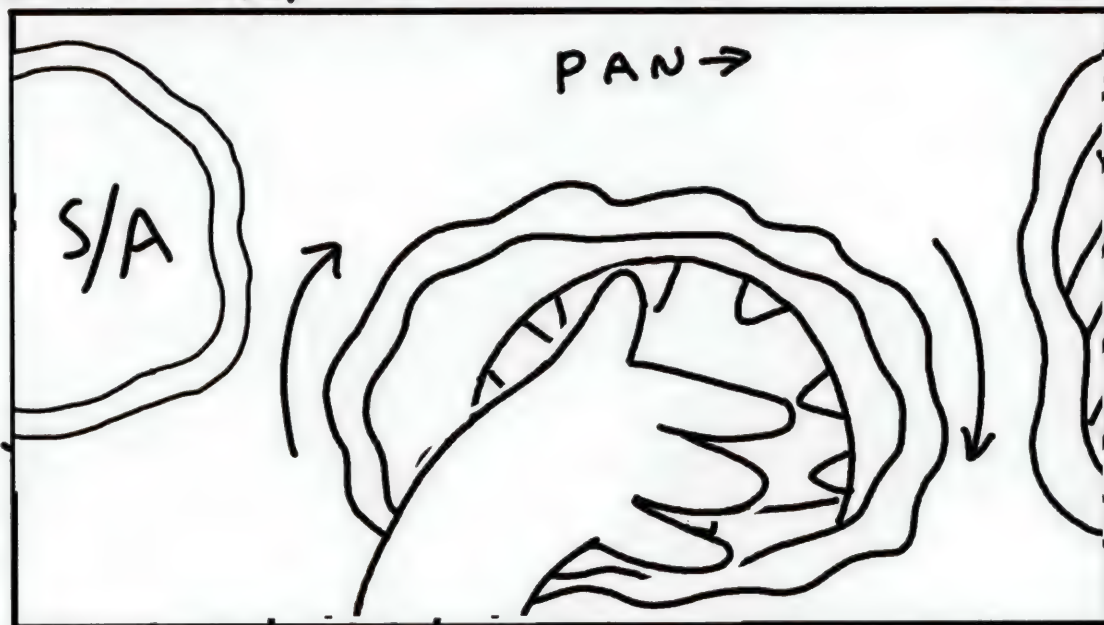
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action: - C.O. ROTATES IMAGE AS IT PANS

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

1025/196



# ADVENTURE TIME



Sc. 82 CONT Pnl. F

Bg.

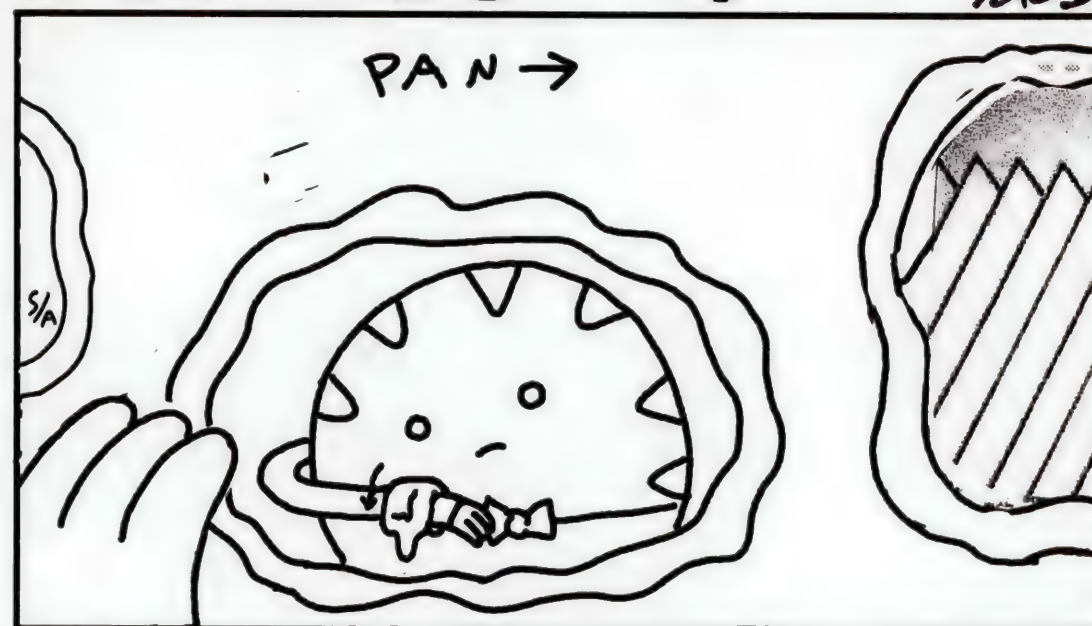
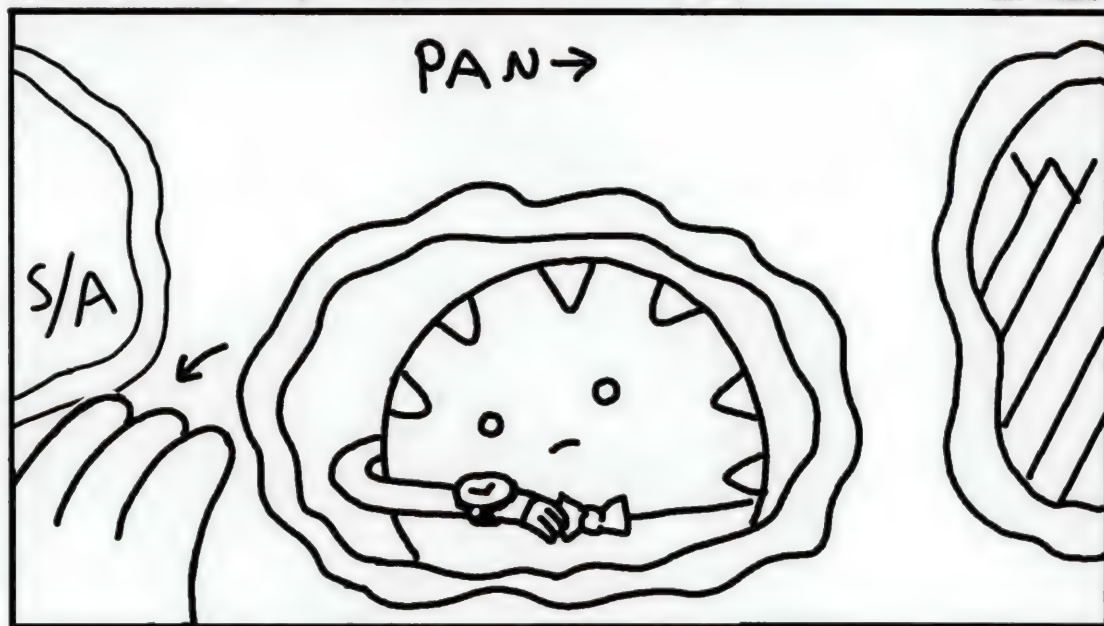
day night

Sc. 82 CONT Pnl. G

Bg.

Page 120 C

120 D NEXT



Dialog:

Action:

- Pep But looking at his watch which is dripping off his wrist  
(LIKE DALI)

Timing:

(61)



EPISODE #

Production :

1025-196

1025/196

1025/196

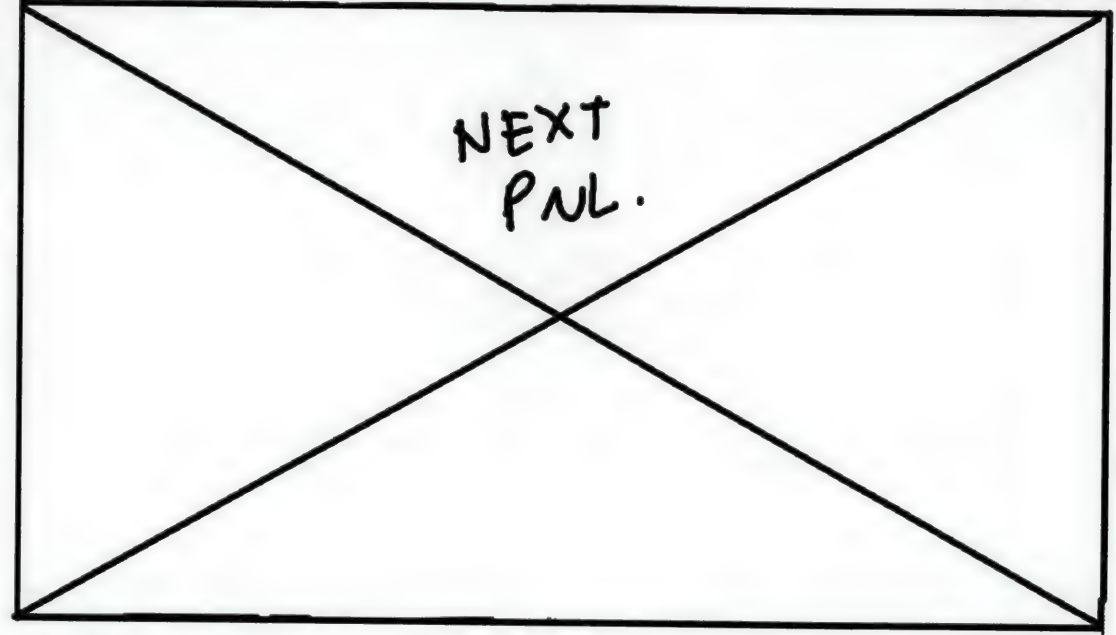
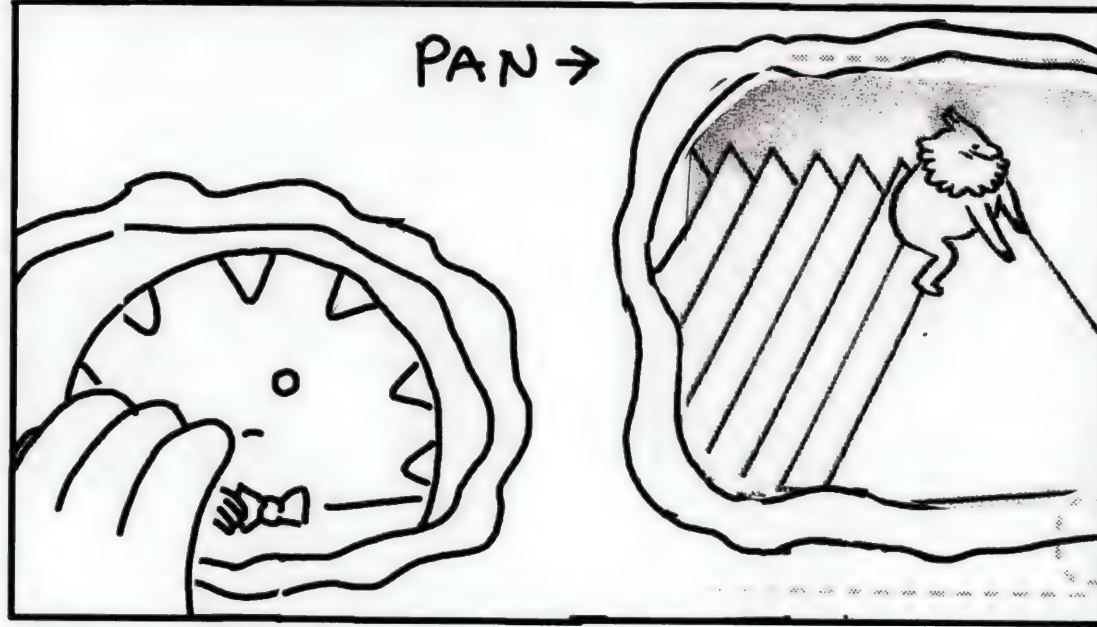
# ADVENTURE TIME



Sc. 82 CONT Pnl. H

Bg.

Page 120 D  
120E NEXT



Dialog:

Action:

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

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1025/196

1025/196



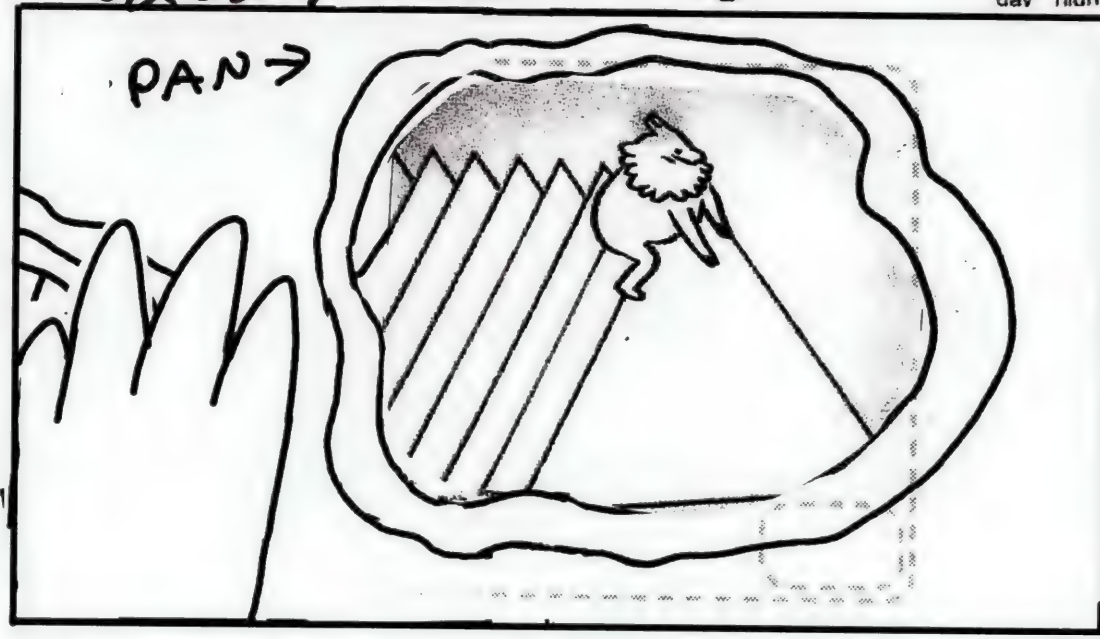
# ADVENTURE TIME



Sc. 82 CONT Pnl. I

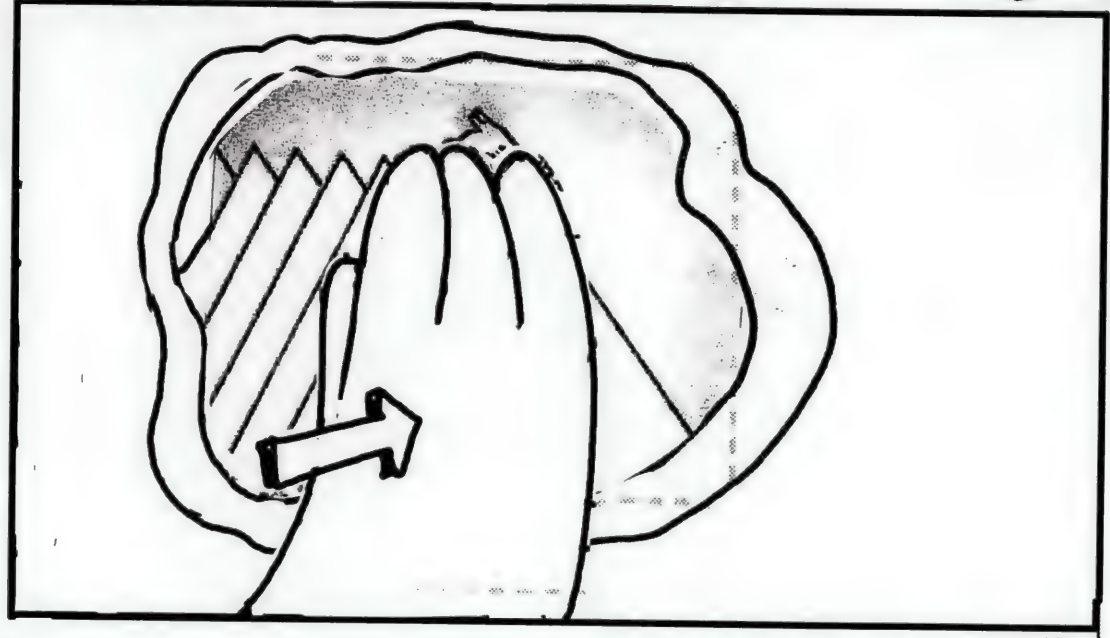
Bg.

day night



Sc. 82 CONT Pnl. J

Bg.



Page 120 E  
120F NEXT

Dialog:

Action:

- C.O. STOPS IMAGE OF  
FOREST WIZZARD'S DREAM.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

961/5201

1025/196

1025/196

# ADVENTURE TIME

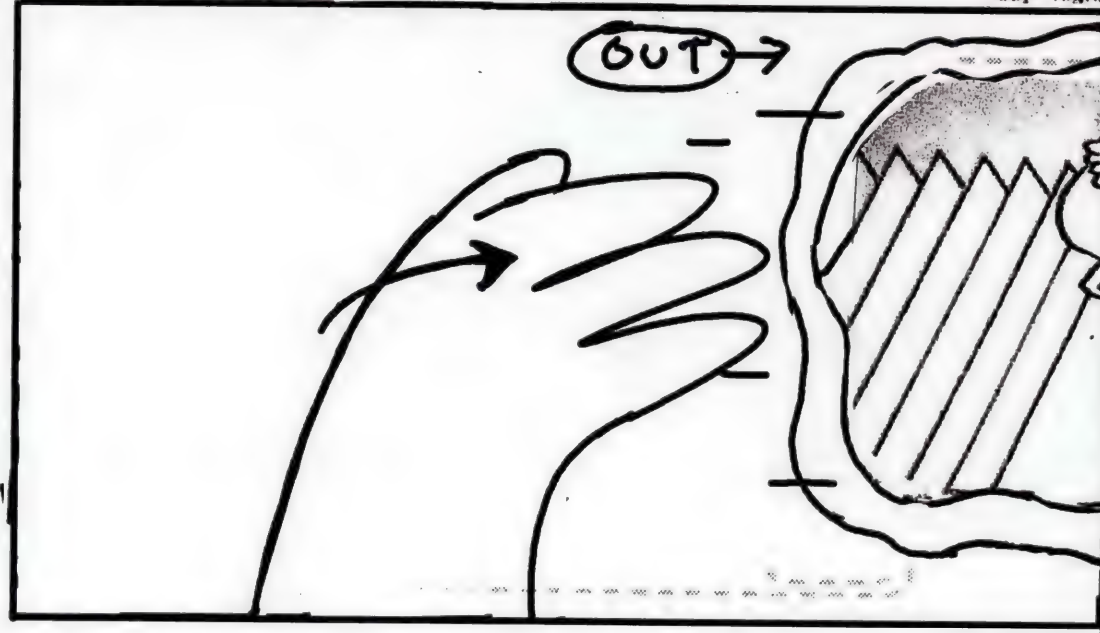


*Cut*

Sc. 82 CONT Pnl. K

Bg.

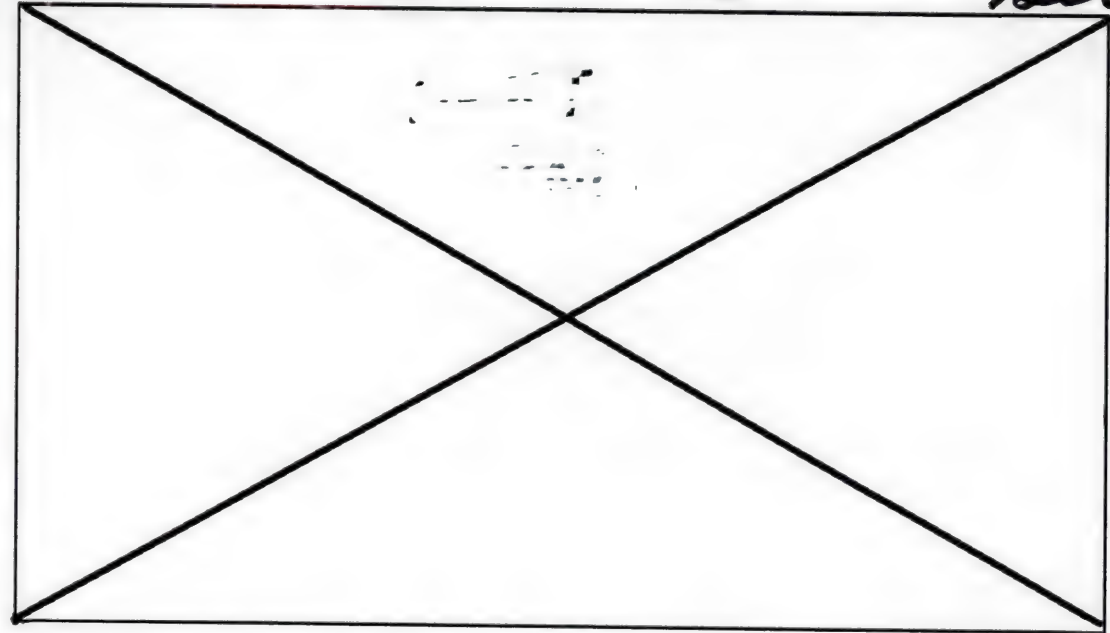
day night



Sc.

Pnl.

Bg.



Page 120 F

120G NEXT

1025-196

EPISODE #

1025/196

Dialog:

Action: -CO SWIPES DREAM IMAGE O.S. RIGHT.

Timing:

SEP 12 2014

Production :

1025/196



# ADVENTURE TIME

## REFERENCE for SC 82

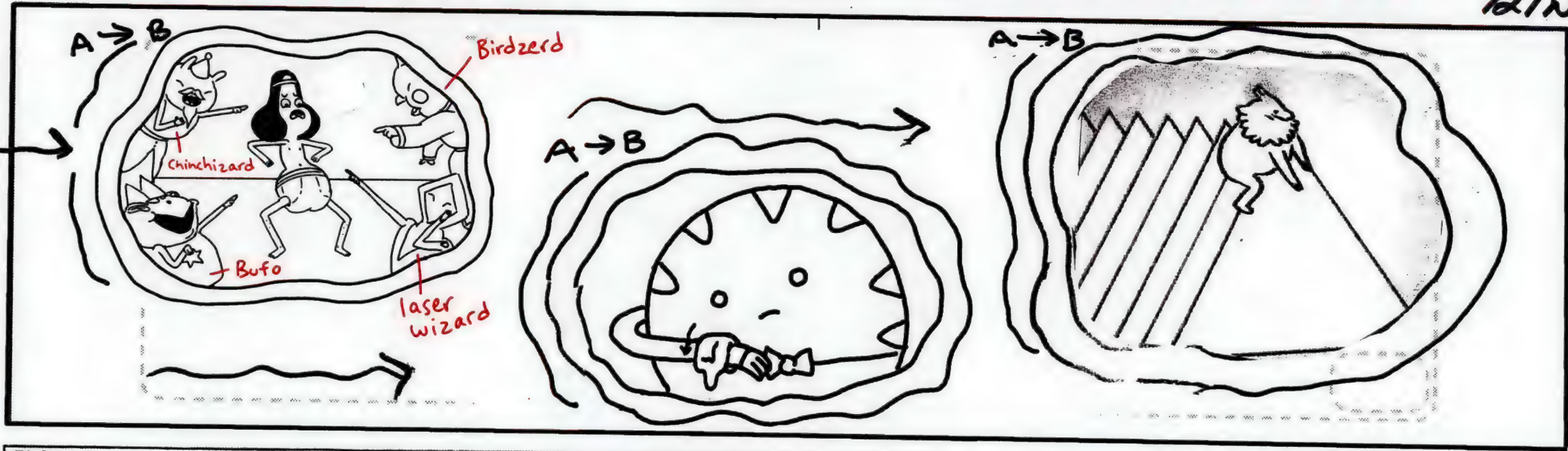


# REFERENCE ONLY

Page 120 G  
12/NEXT

1025/196

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1025-196  
EPISODE #  
1025/196

Dialog:

(Abracadaniel in his underwear)

(Pep But looking at his watch which is dripping off his wrist)

(FOREST WIZARD DREAM)

(like Dali)



-CYCLE

camera panning faster than drifting panels

SEP 12 2014

Production :

1025/196



1025/196

Cut

# ADVENTURE TIME

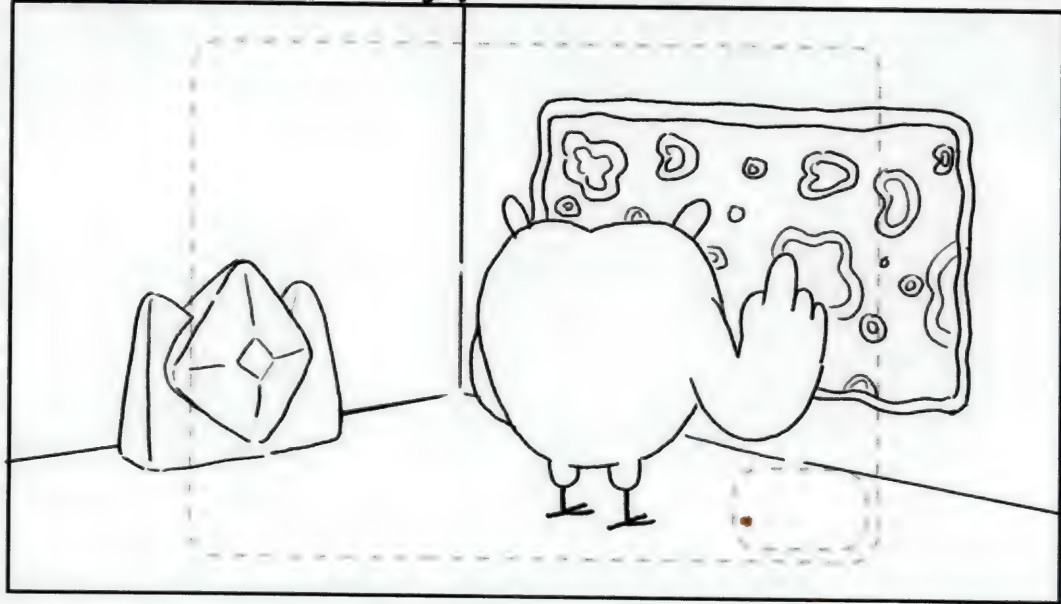


Sc. 83

Pnl. A

Bg.

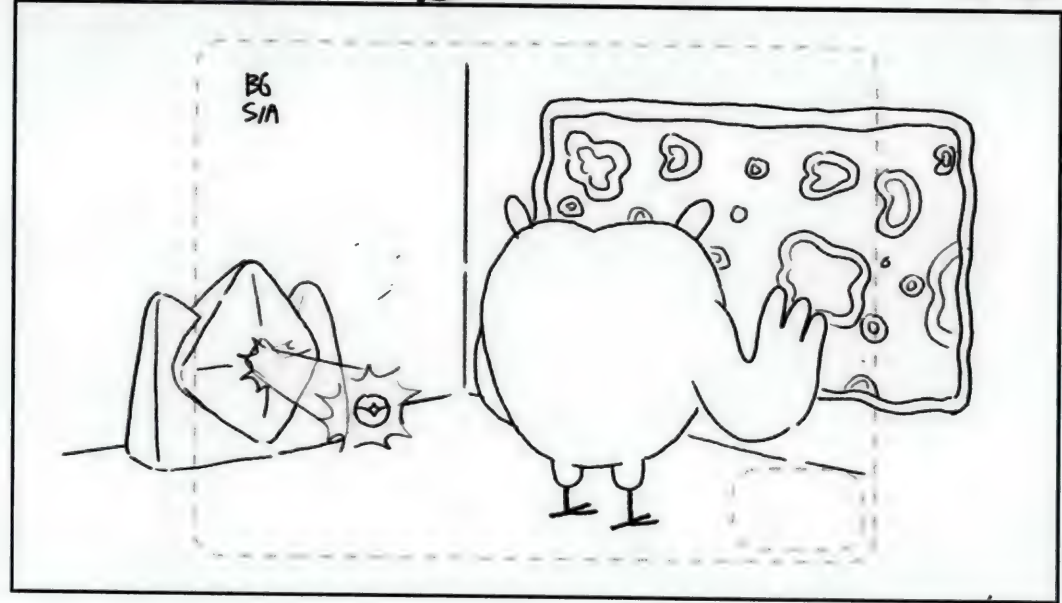
day night



Sc. 83 CONT Pnl. B

Bg.

day night

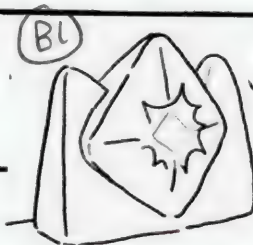


Dialog:

Action:

Timing:

SFX / \* BWOWWW \*



TOKEN FORMS

SEP 12 2014

EPISODE #

Production :

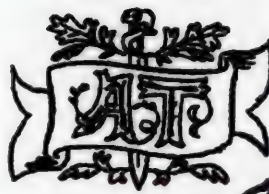
1025-196

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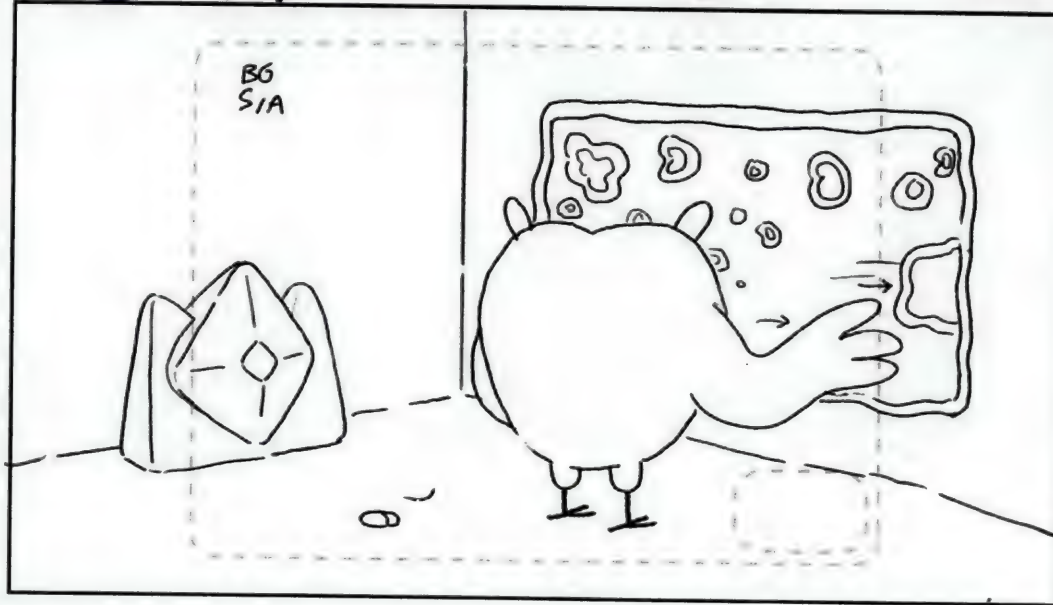
# ADVENTURE TIME



Sc. 83 CONT Pnl. C

Bg.

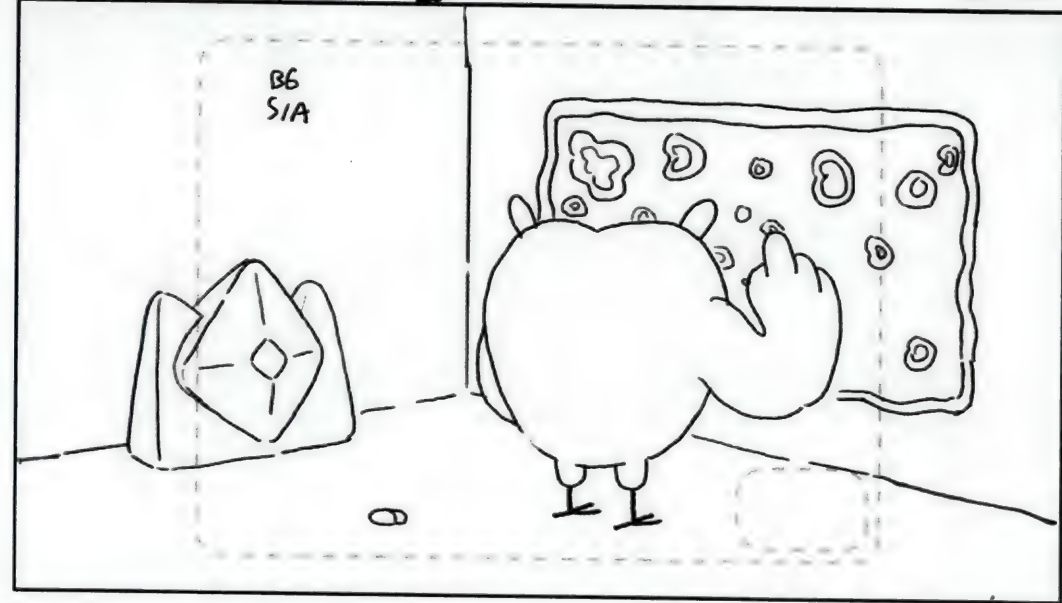
day night



Sc. 83 CONT Pnl. D

Bg.

day night



Dialog:

SFX: \* CLINK-CLINK \*

(C1)

Action:



TOKEN DROPS TO THE GROUND

- CO CONTINUES BROWSING DREAMS.

SEP 12 2014

Timing:

Hit Floor (C2)

(C3) BOUNCE

cut

1025-196

EPISODE #

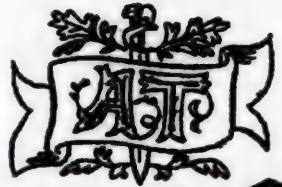
1025/196

Production :

1025/196

Cut

# ADVENTURE TIME



Page 123

Sc. 84

Pnl. A

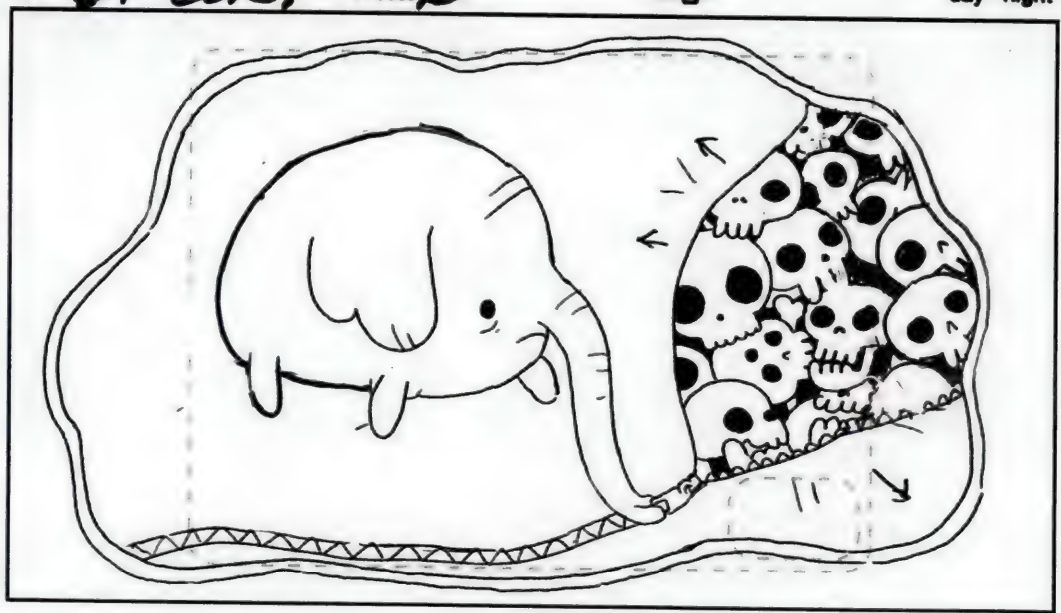
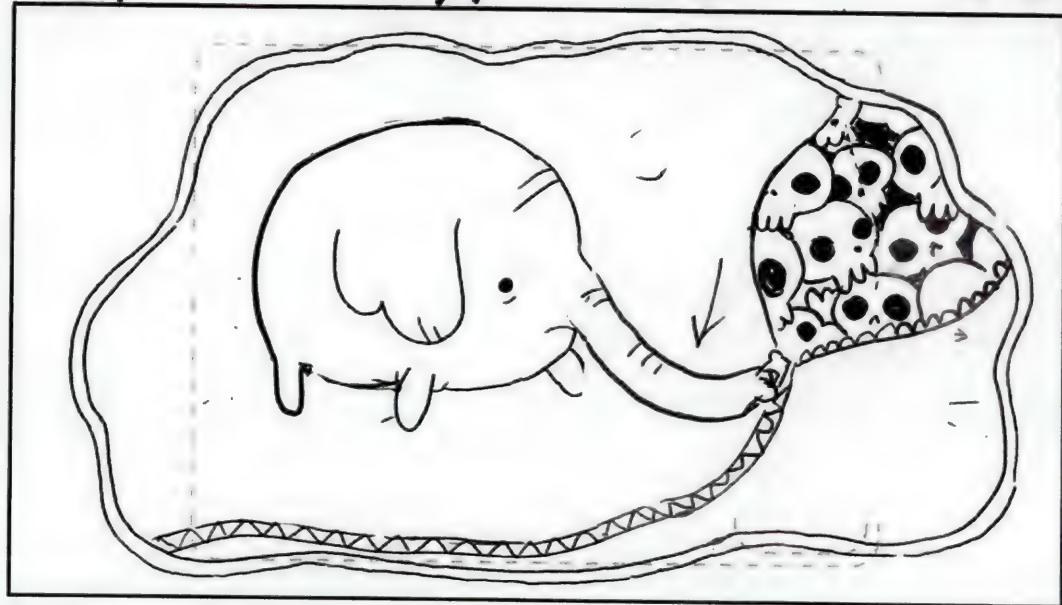
Bg.

day night

Sc. 84 CONT Pnl. B

Bg.

day night



Dialog:

SFX: \*ZIIIP\*

Action:

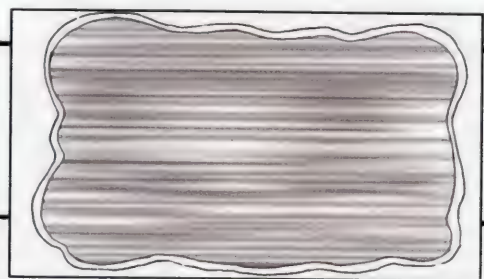
TT PULLING ON GIANT ZIPPER

zip pan

Timing:

BI

SEP 12 2014



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# ADVENTURE TIME



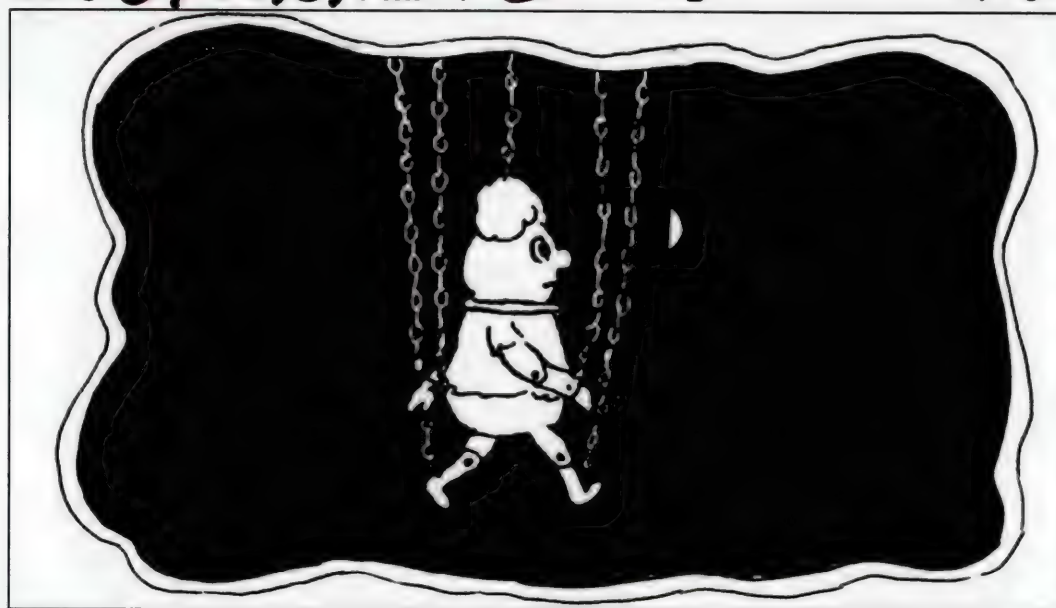
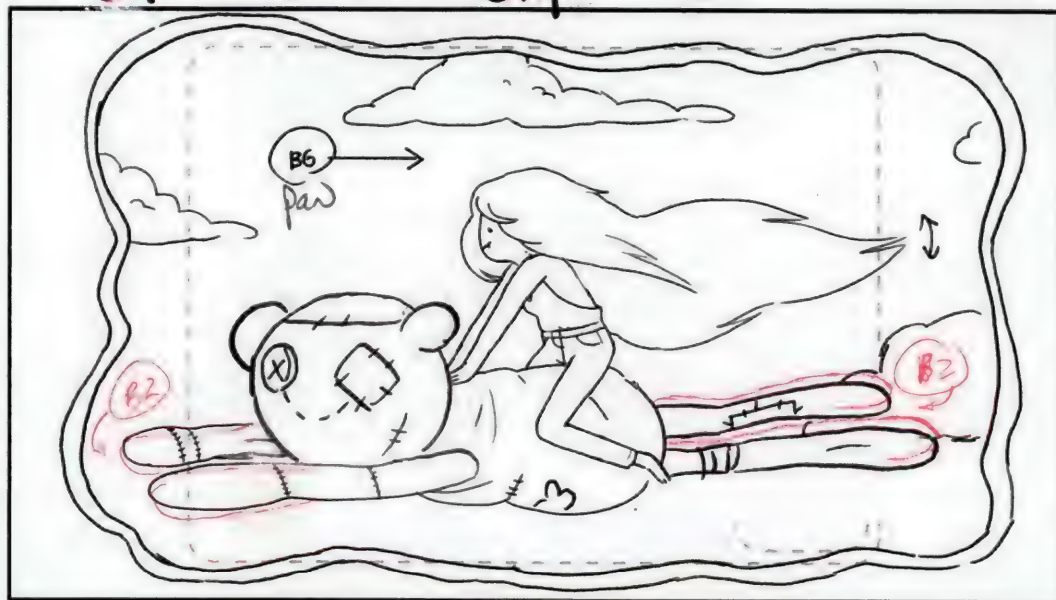
Page **124**

Sc. **84 CONT** Pnl. **BA** Bg.

day night

Sc. **84 CONT** Pnl. **C** Bg.

day night



Dialog:



Action:

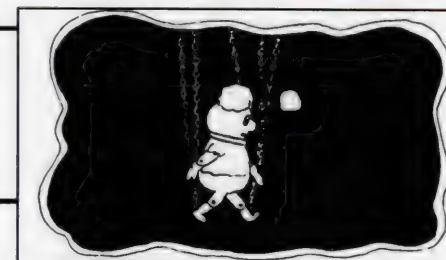
- MARCELINE FLYING ON HAMMO THROUGH THE CLOUDS
- MARCELINE'S HAIR BLOWS IN BREEZE.

zip pan →

LEMONHOPE MARIONETTE DREAM

zip pan

Timing:



EPISODE #

Production :

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# ADVENTURE TIME

85-87



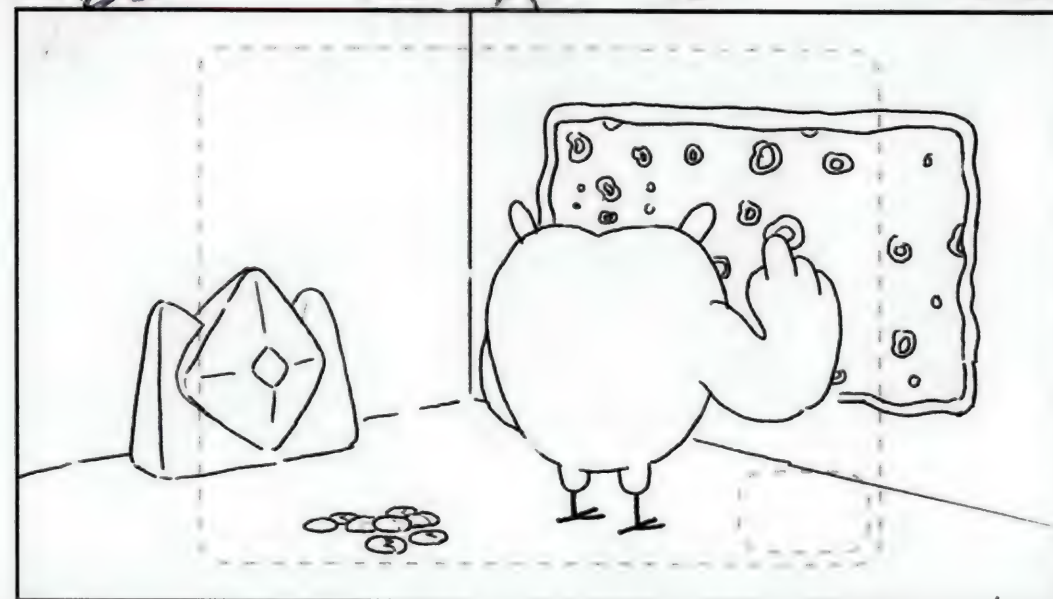
Cut

Page 125

Sc. 84 CONT Pnl. D Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:

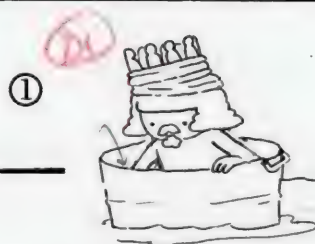
Action:

Timing:



KOO IN OCEAN BAILING WATER OUT OF WASHTUB

SEP 12 2014



CYCLE:  
①, ②, ③, ①, ②, ③ ect.

EPISODE #

Production :

1025-196

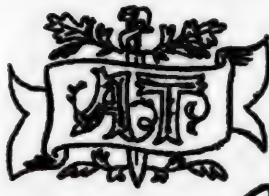
1025/196

1025/196

1025/196



# ADVENTURE TIME

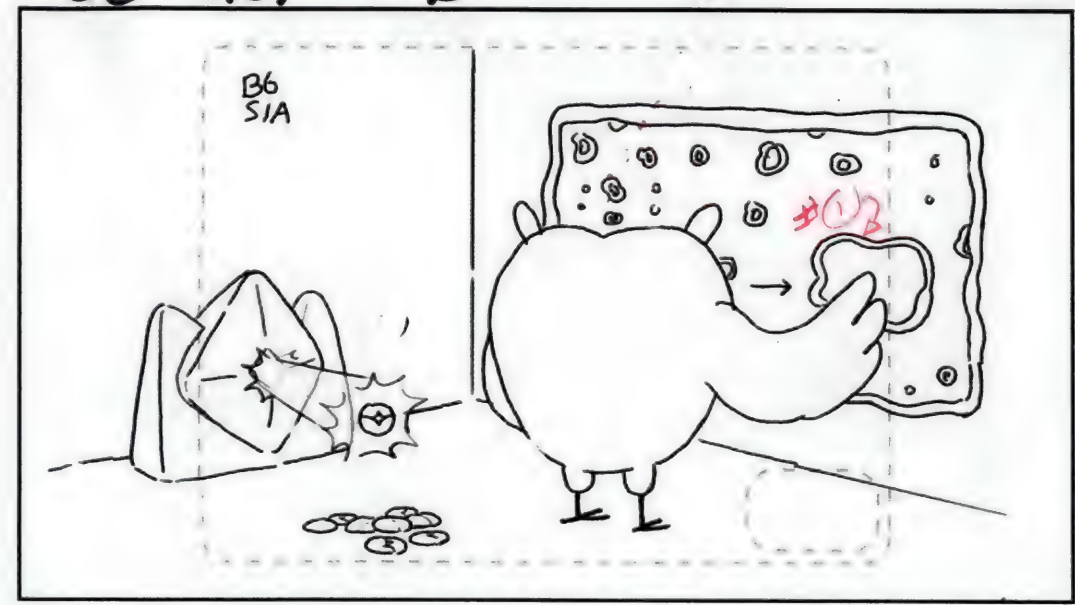


Page **126**

Sc. **88 CONT** Pnl. **B**

Bg.

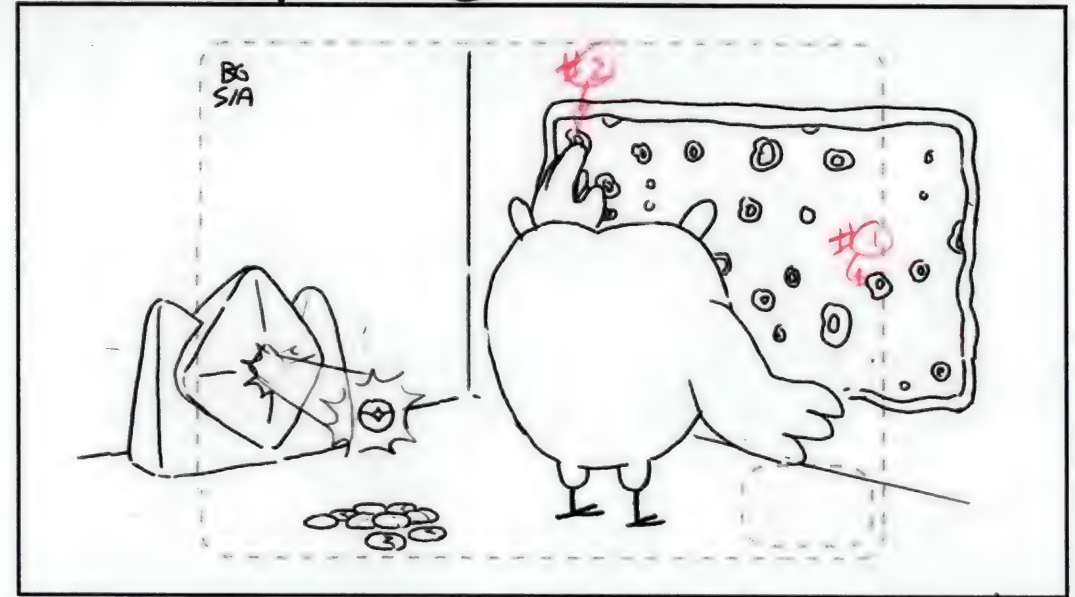
day night



Sc. **88 CONT** Pnl. **C**

Bg.

day night



Dialog:			
Action:		<p><b>SFX: * CLINK *</b></p>	<p><b>SFX: * CLINK-CLINK *</b></p>
Timing:		<p>TOKEN FORMS &amp; FALLS INTO PILE</p>	<p>ANOTHER TOKEN</p>

SEP 12 2014

EPISODE #

Production :

1025-196

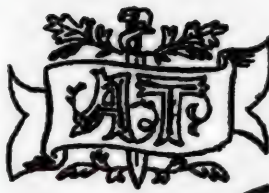
1025/196

1025/196

1025/196

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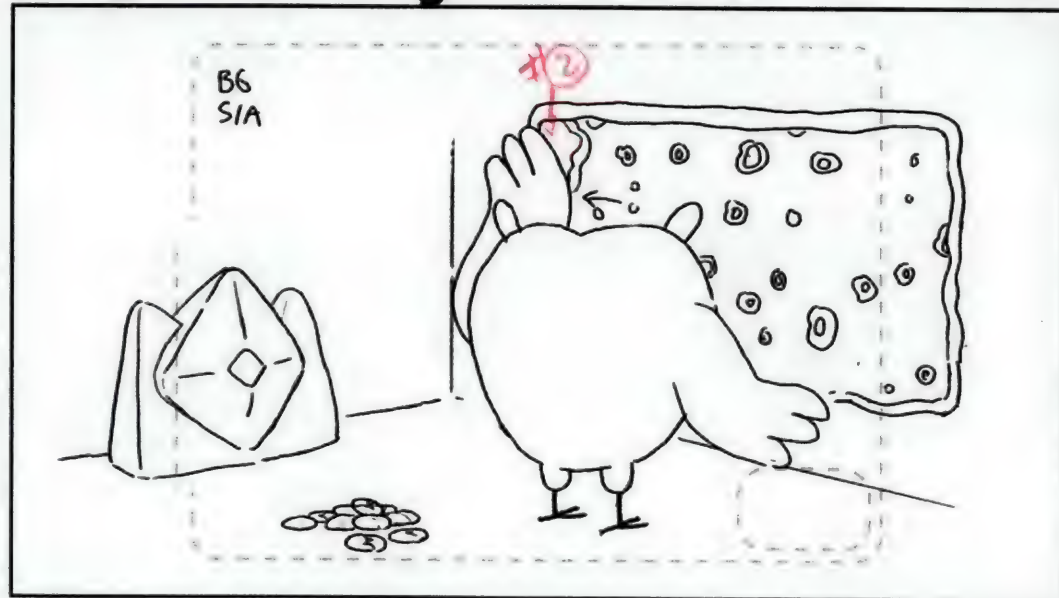
# ADVENTURE TIME



Sc. 88 CONT Pnl. D

Bg.

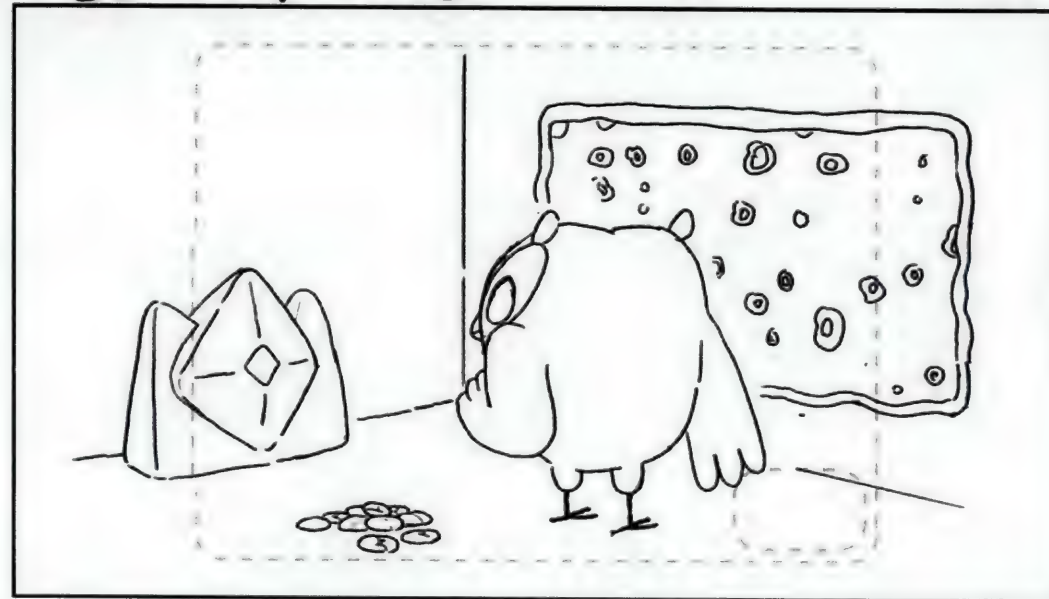
day night



Sc. 88 CONT Pnl. E

Bg.

day night



Dialog:

C.O. : [ SMALL ANNOYED NOISE ]

Action:

- CO TURNS TO LOOK AT PILE

SEP 12 2014

Timing:

EPISODE #

1025-196

Production :

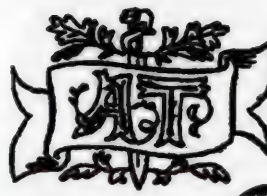
1025/196

1025/196

1025/196



# ADVENTURE TIME

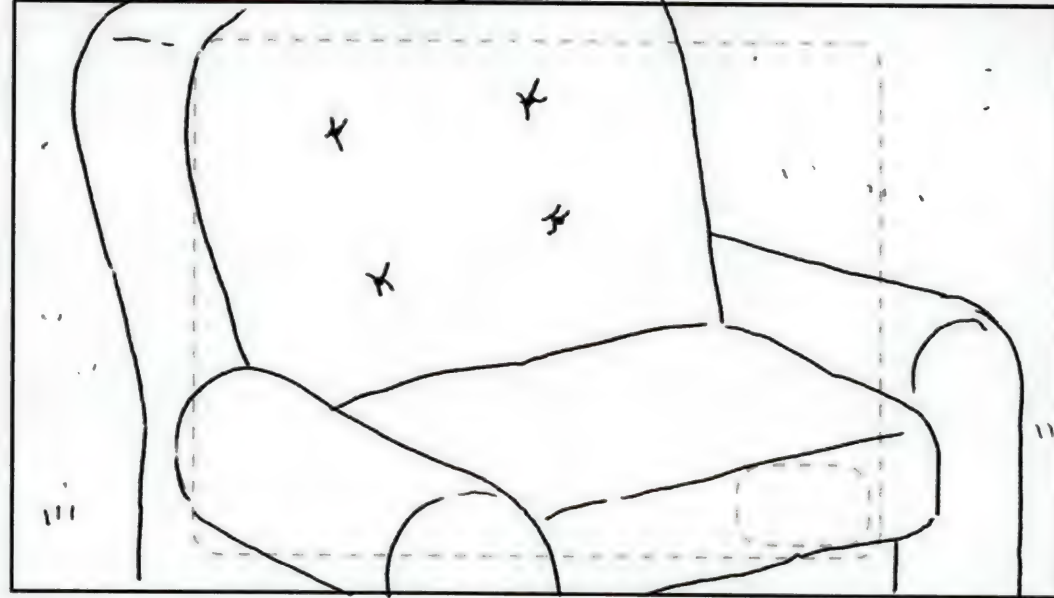


Sc. 89

Pnl. A

Bg.

day night



Sc. 89 CONT

Pnl. B

Bg.

day night

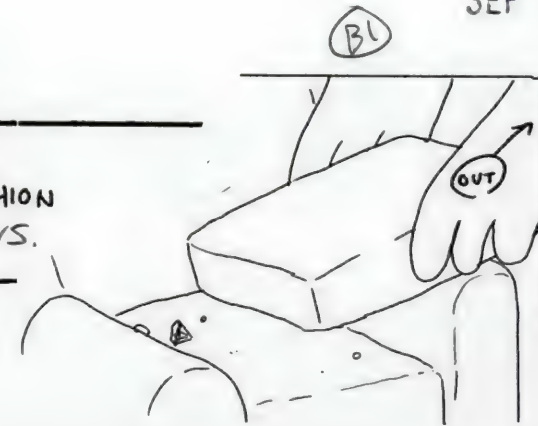


Dialog:

Action:

Timing:

- CO GRABS CUSHION  
AND PULL IT OFF/S.



SEP 12 2014

EPISODE #

Production :

1025-196

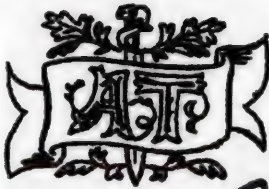
1025/196

1025/196

1025/196

Cut  
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# ADVENTURE TIME

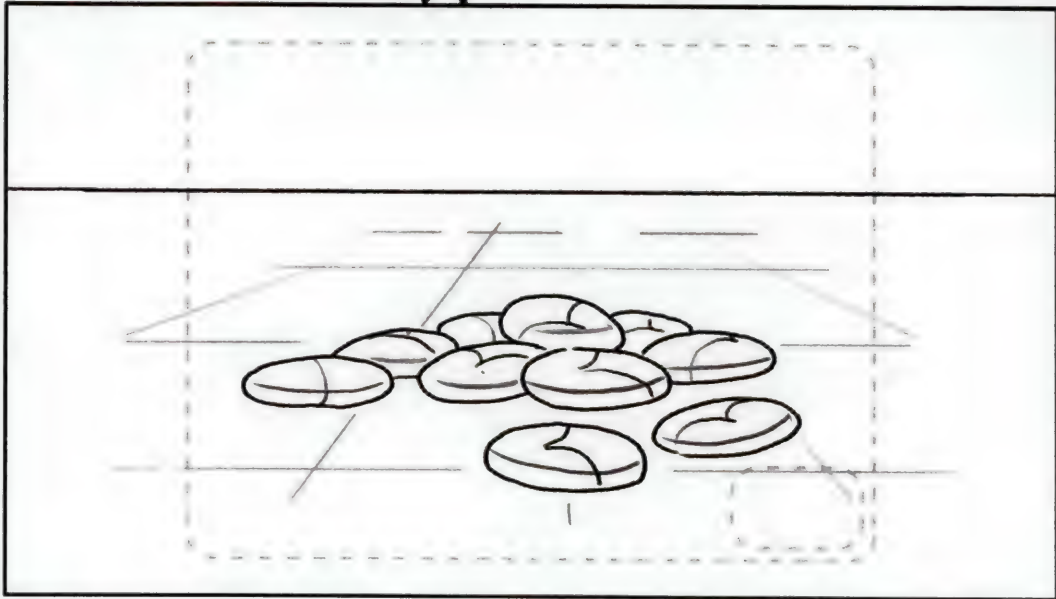


Sc. **90**

Pnl. **A**

Bg.

day night

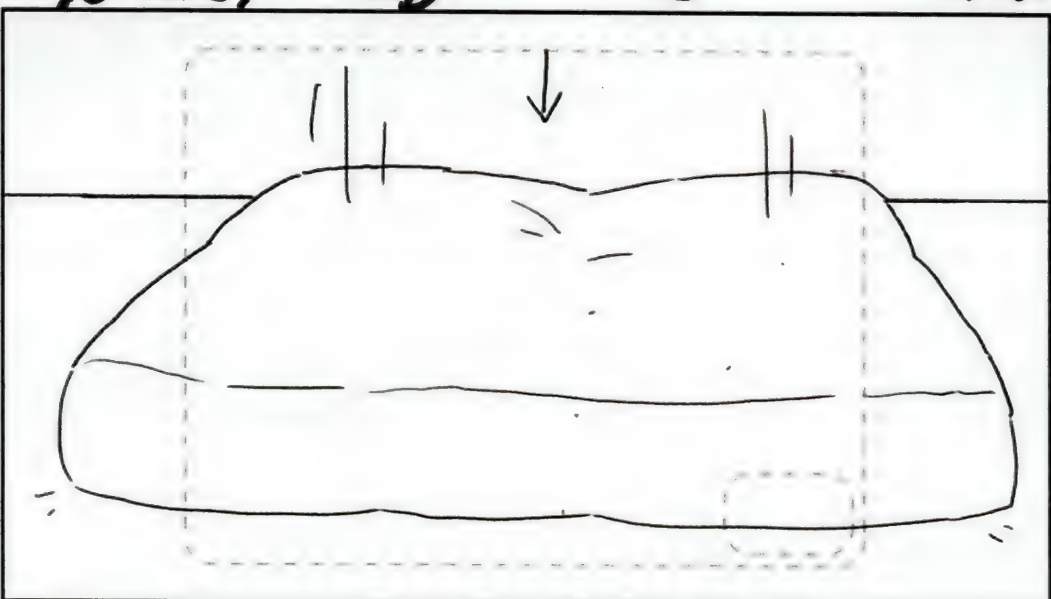


Sc. **90 cont**

Pnl. **B**

Bg.

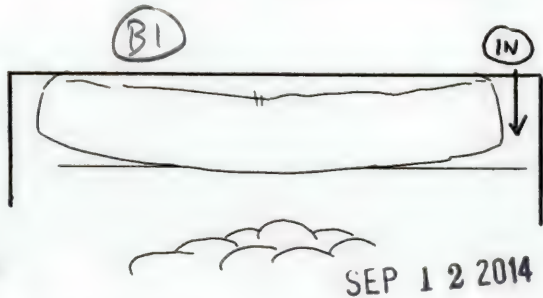
day night



Dialog:

SFX: \*FWUMP\*

Action:



CUSHION DROPS ON TOKENS

Timing:

1025-196

EPISODE #

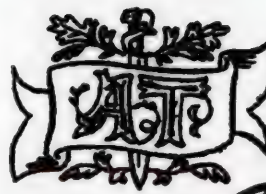
1025/196

Production :

1025/196



# ADVENTURE TIME

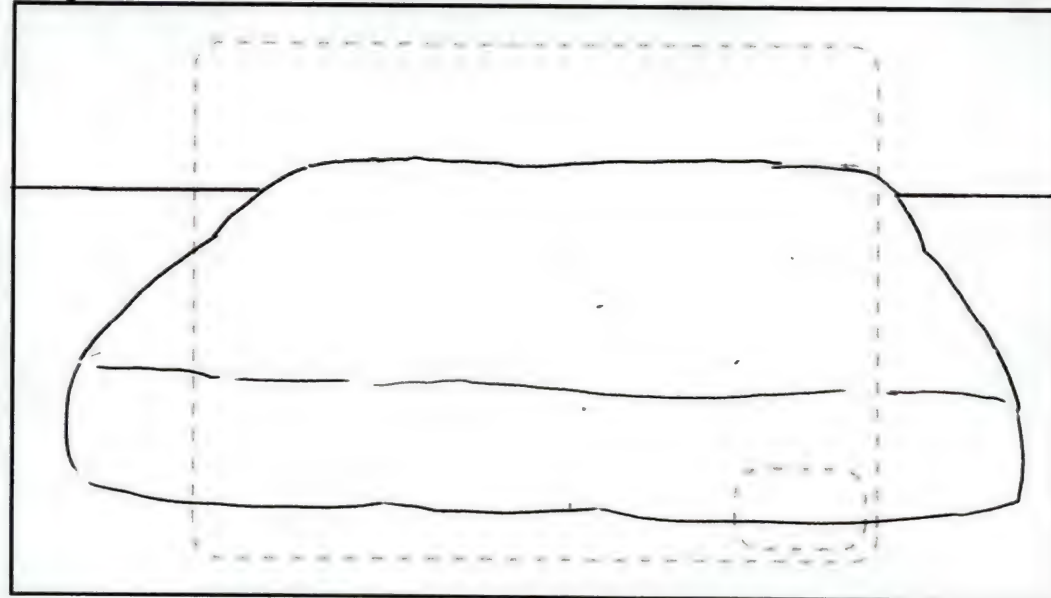


Sc. *90 CONT*

Pnl. *C*

Bg.

day night

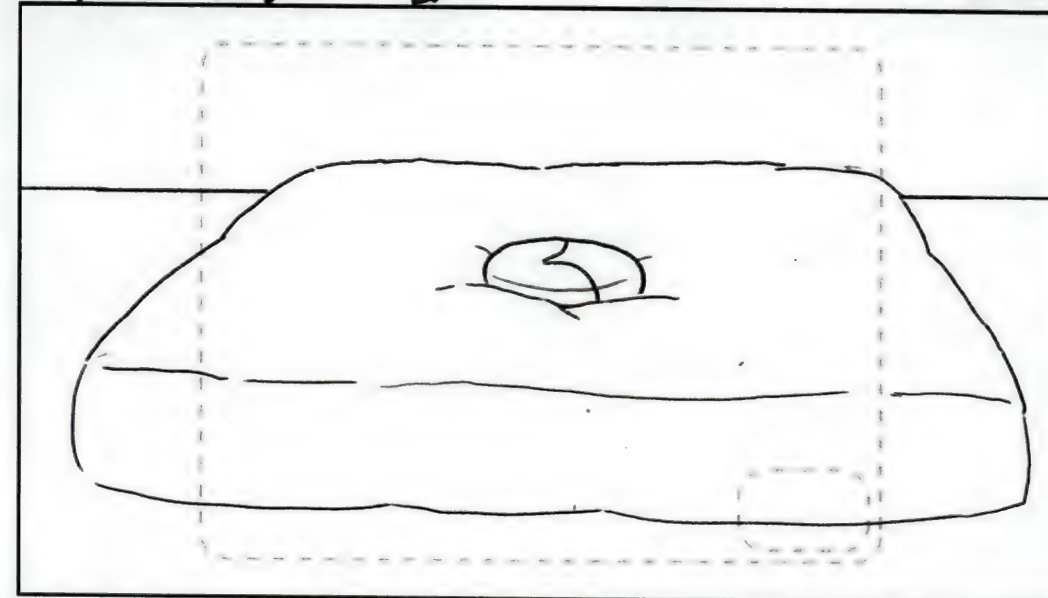


Sc. *90 CONT*

Pnl. *D*

Bg.

day night



Page *130*

*Cut*

1025-196

EPISODE #

1025/196

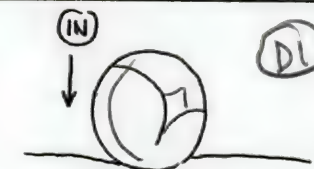
Dialog:

Sfx / (O/S) BWOWWW

SFX: \* THPP X

Action:

TOKEN LANDS ON CUSHION SILENTLY



Timing:

SEP 12 2014

Production :

1025/196

1025/196

# ADVENTURE TIME



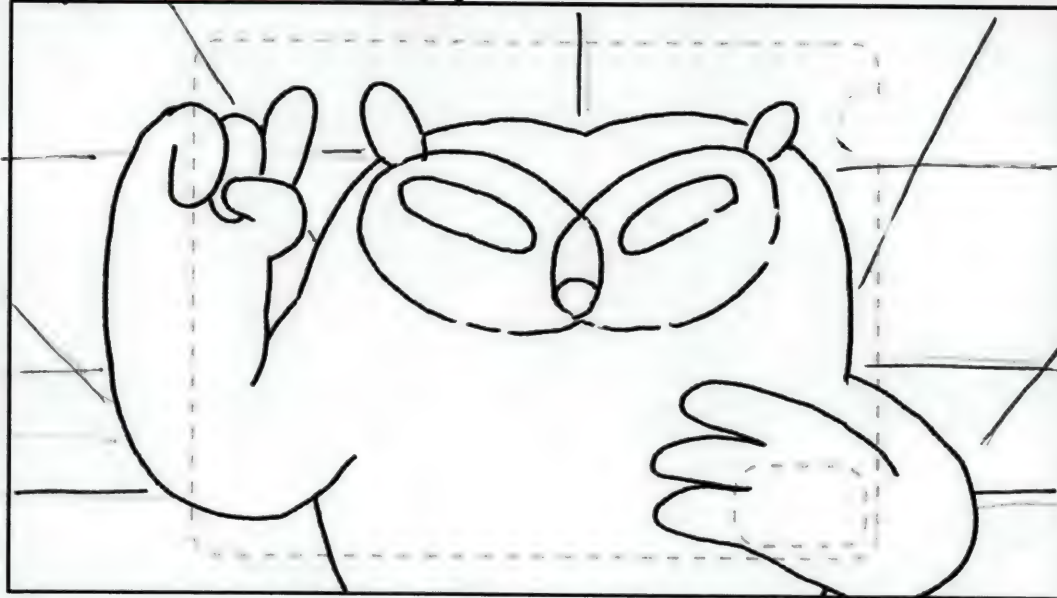
Page 131

Sc. 91

Pnl. A

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



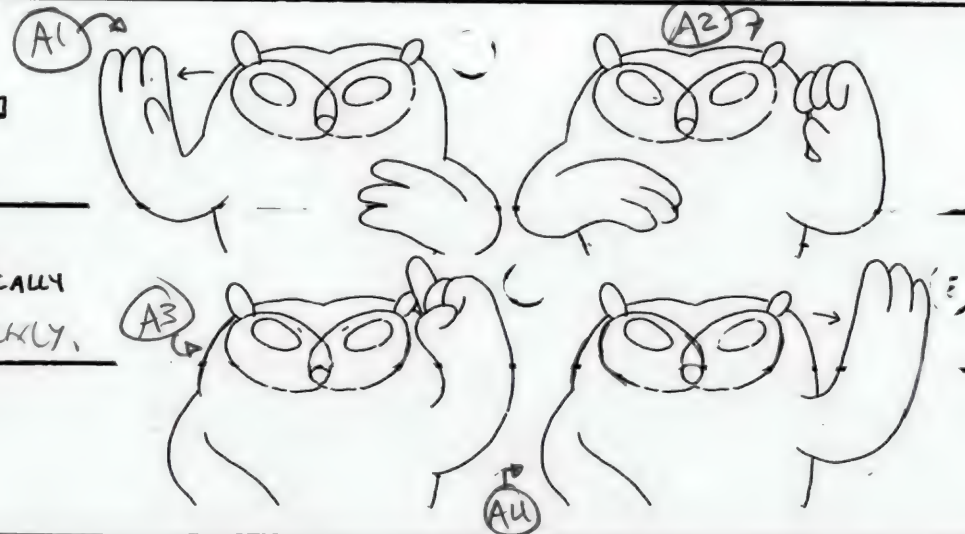
Dialog:

♪ MUSIC GETTING CRAZY ♪

Action:

- CO TAPPING & SWIPING FRANTICALLY  
< CYCLE POSES QUICKLY.

Timing:



SEX: \* MUSIC SLOWS \*

MORNING IS COMING SEP 12 2014

EPISODE #

Production :

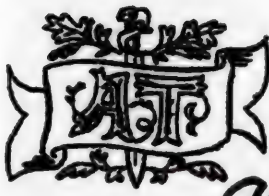
1025-196

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# ADVENTURE TIME



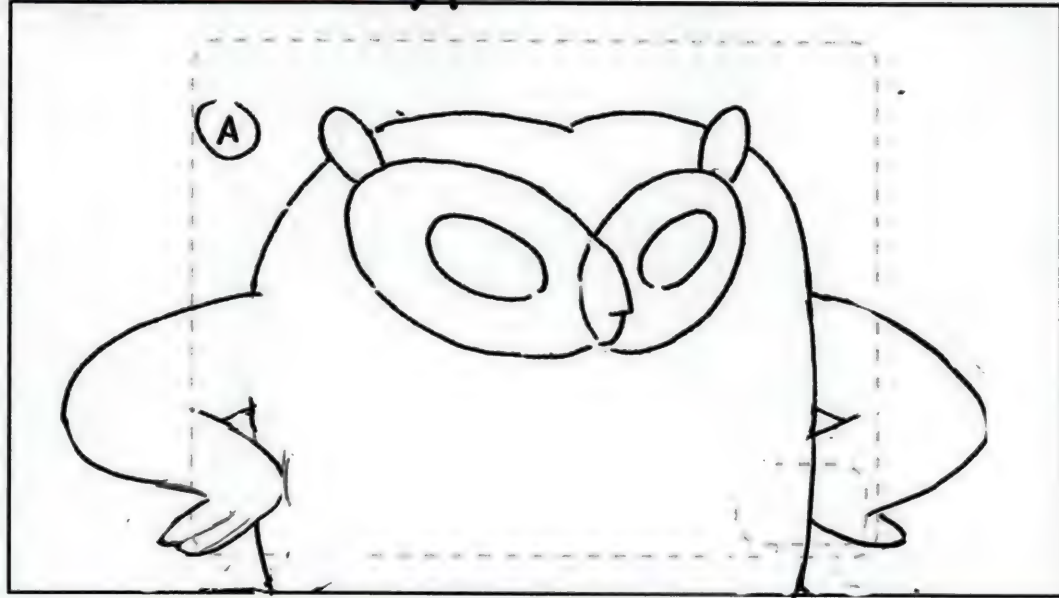
Page 132

Sc. 93

Pnl. A

Bg.

day night

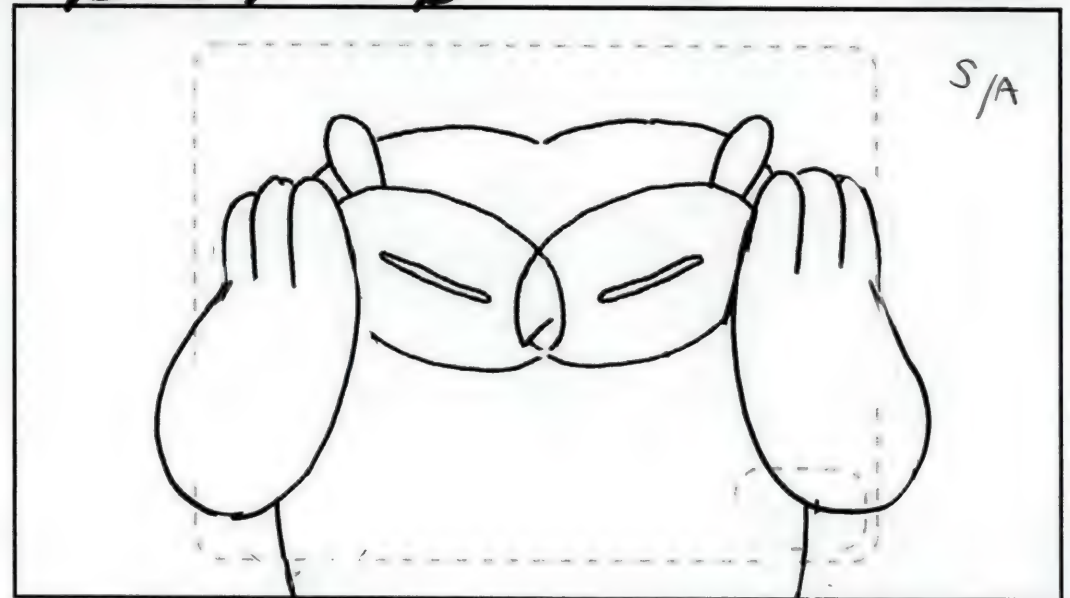


Sc. 93 cont

Pnl. B

Bg.

day night



Dialog:

Action

Timing



LOOKING FOR DREAMS (PEOPLE ARE WAKING UP)

RUBS TEMPLES



EPISODE #

Production :

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1025/196

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# ADVENTURE TIME



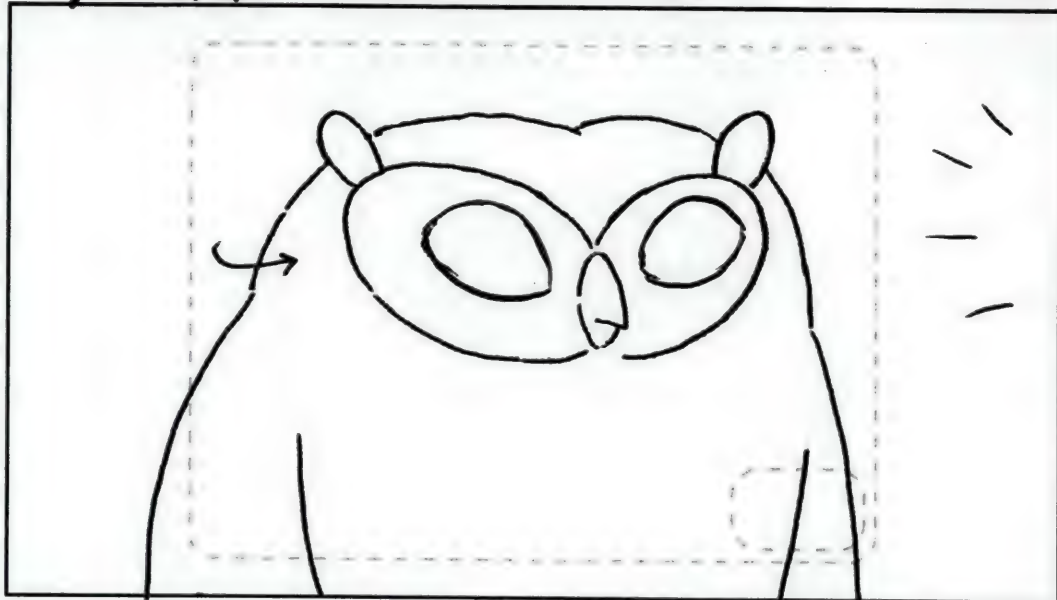
Page 133

Sc. 93 CONT

Pnl. C

Bg.

day night



Sc. 93 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

CO SEES A LIGHT

SEP 12 201

Timing:

EPISODE #

Production :

*Handwritten:* HU  
CST

1025-196

1025/196

1025/196

1025/196



# ADVENTURE TIME



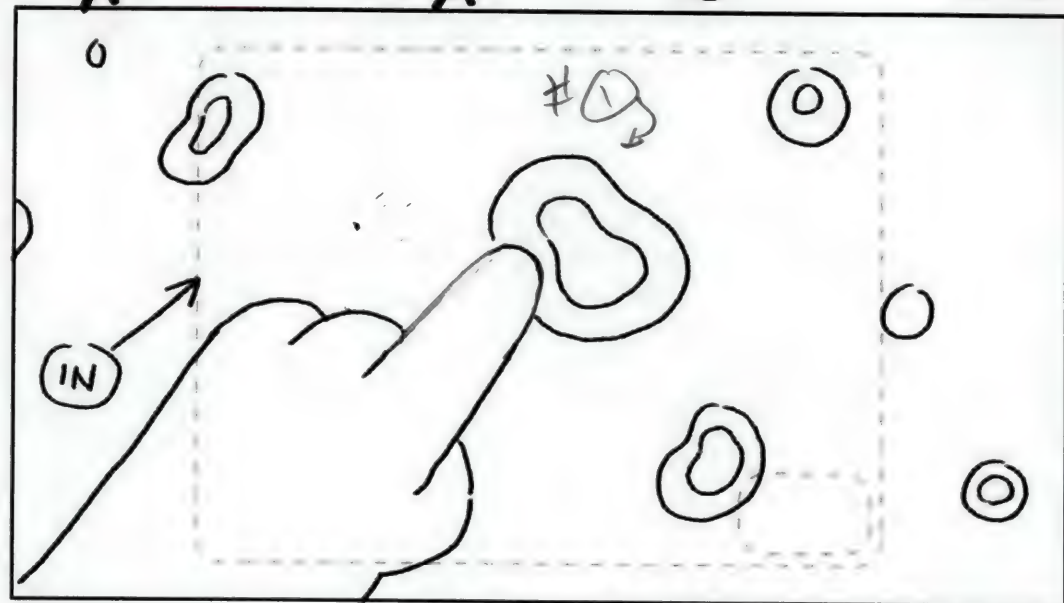
Page 134

Sc. *94*

Pnl. *A*

Bg.

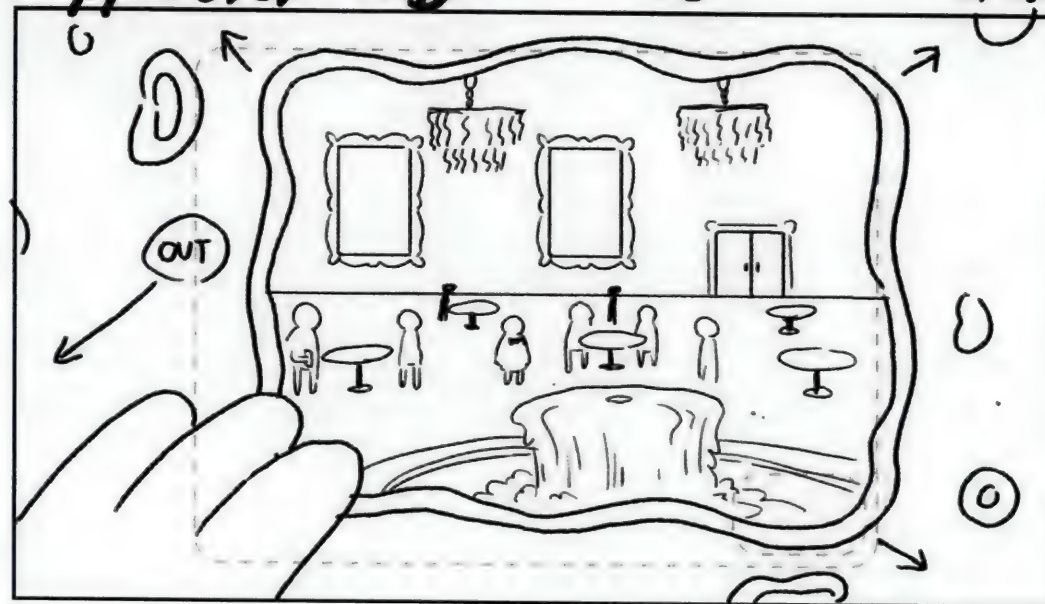
day night



Sc. *94 CONT* Pnl. *B*

Bg.

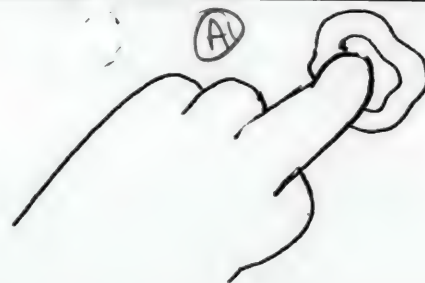
day night



Dialog:

Action:

Timing:



CO TAPS DOT

- DOT EXPANDS INTO DREAM
- CO WITHDRAWS HAND

SEP 12 2014

Production :

EPISODE #

1025-196

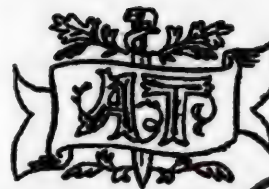
1025/196

1025/196

1025/196

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# ADVENTURE TIME

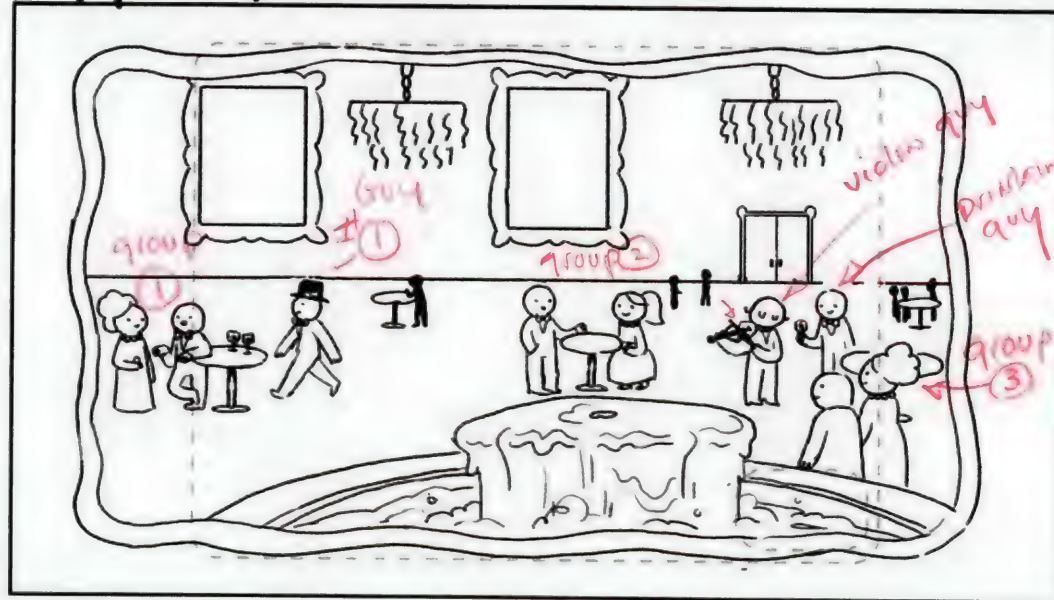


Sc. 94 CONT

Pnl. C

Bg.

day night

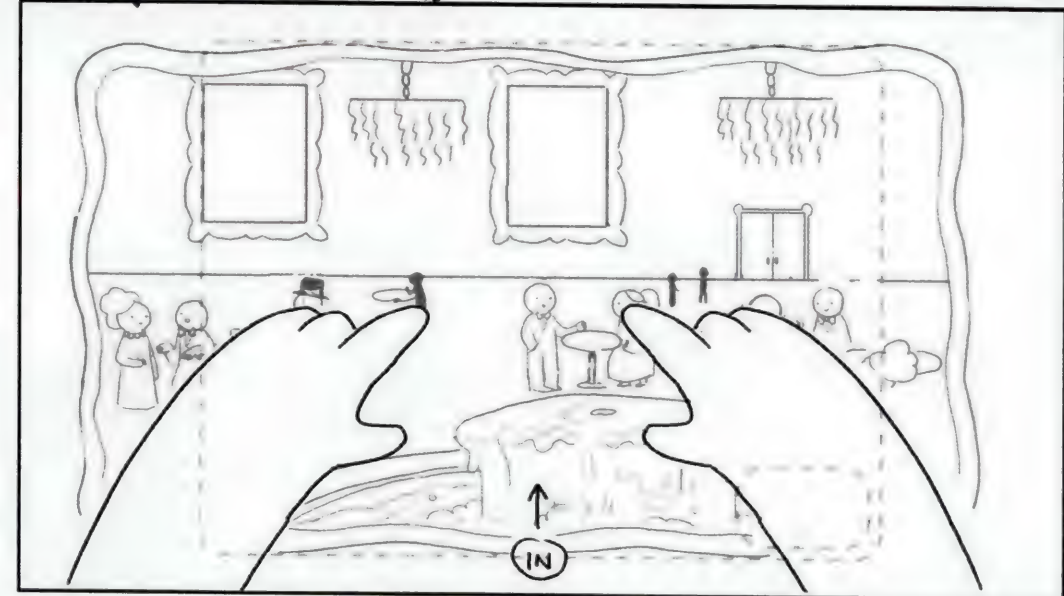


Sc. 94 CONT

Pnl. D

Bg.

day night



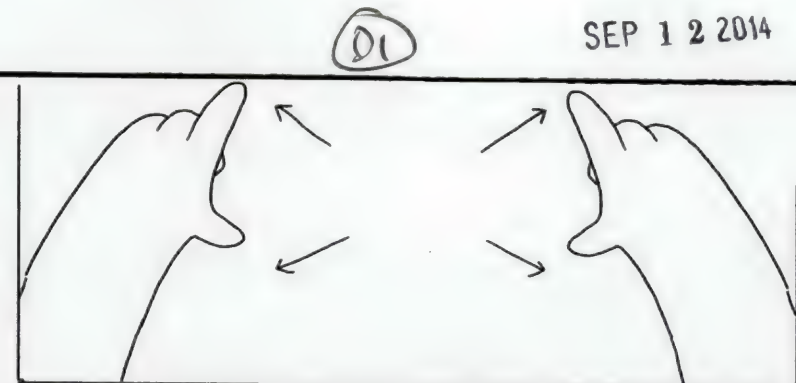
Dialog:

Action:

Timing:



- CO'S HANDS  
COME ON/S.  
- CO ZOOMS  
ON DREAM



EPISODE #

Production :

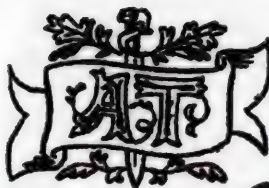
1025-196

1025/196

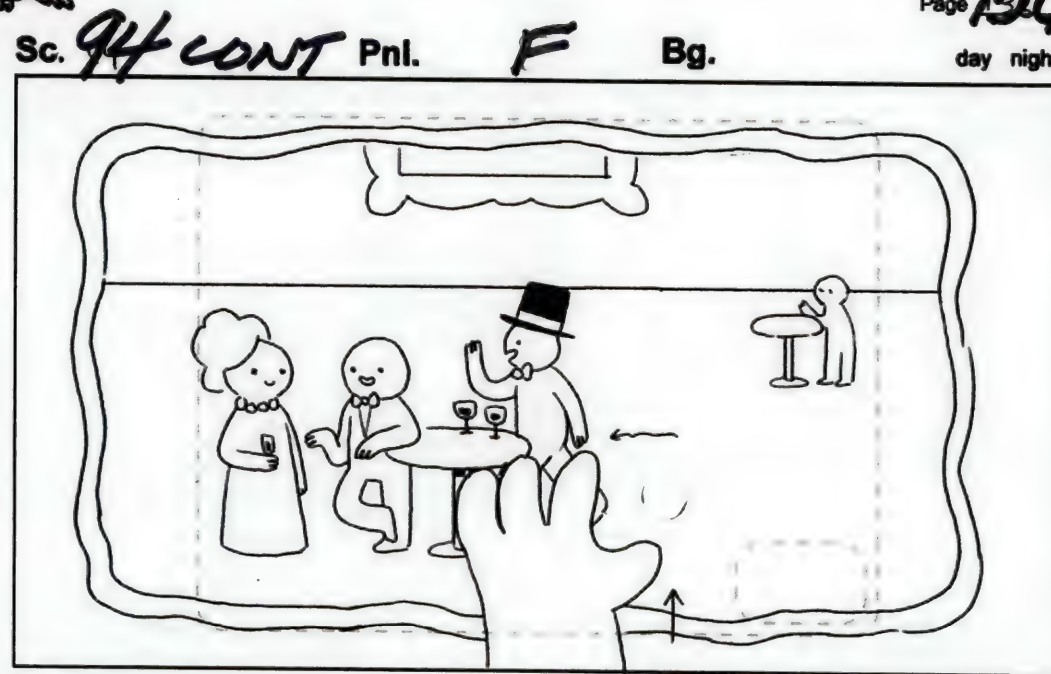
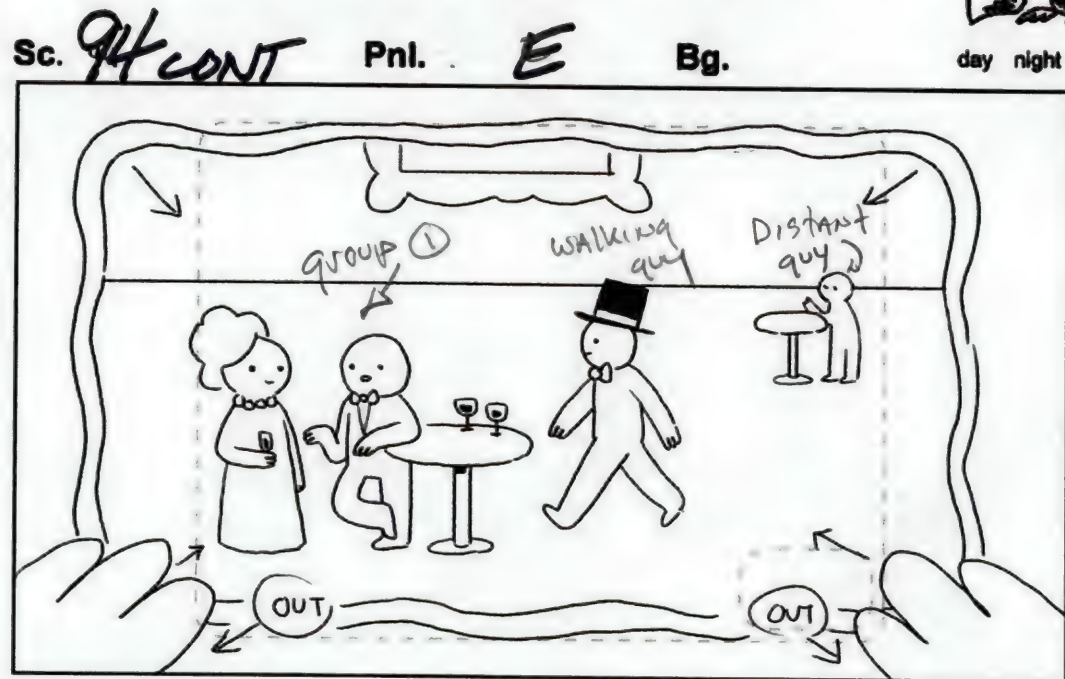
1025/196



# ADVENTURE TIME



Page **136**  
day night



Dialog:	
Action:	
Timing:	

- CO PANS

SEP 12 2014

1025-196

EPISODE #

1025/196

Production :

1025/196

1025/196

# ADVENTURE TIME



Sc. **94 CONT** Pnl.

S/A **F**

Bg.

day night



Page **137**  
day night

*cut*

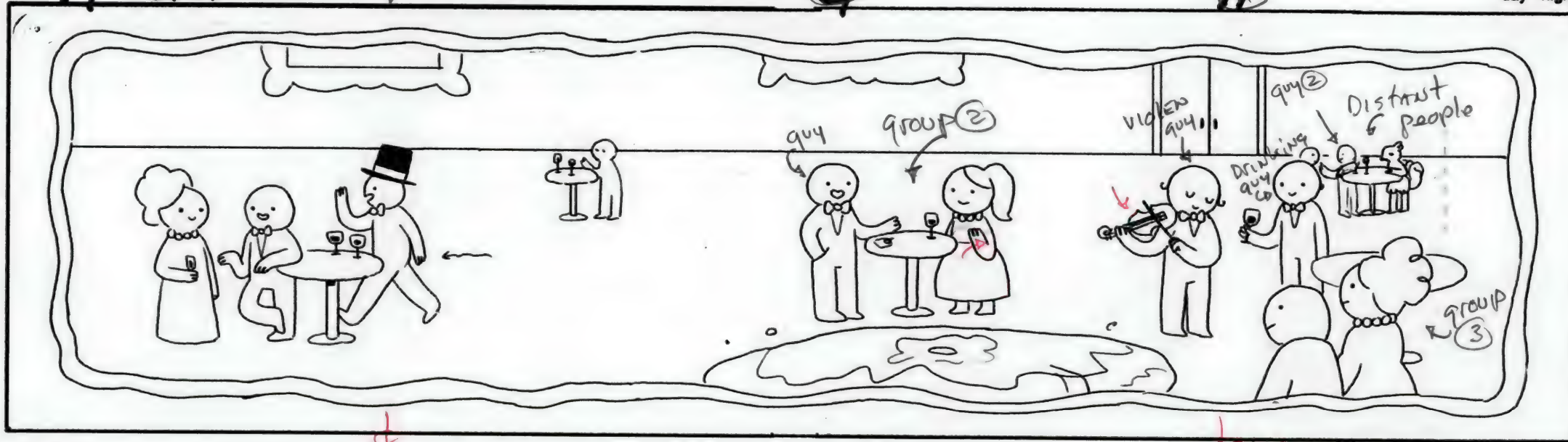
1025-196

961/5201

EPISODE #

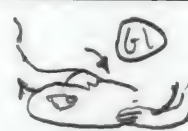
Production :

1025/196



Dialog:

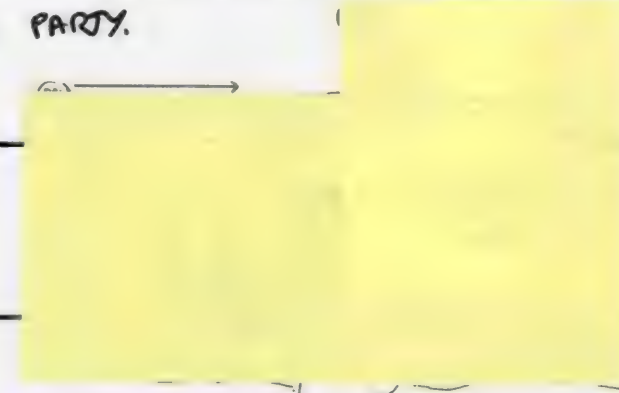
*pan*



Action:

- PAN ACROSS PARTY.

Timing:



turn to each other group 3

SEP 12 2014

1025/196



# ADVENTURE TIME



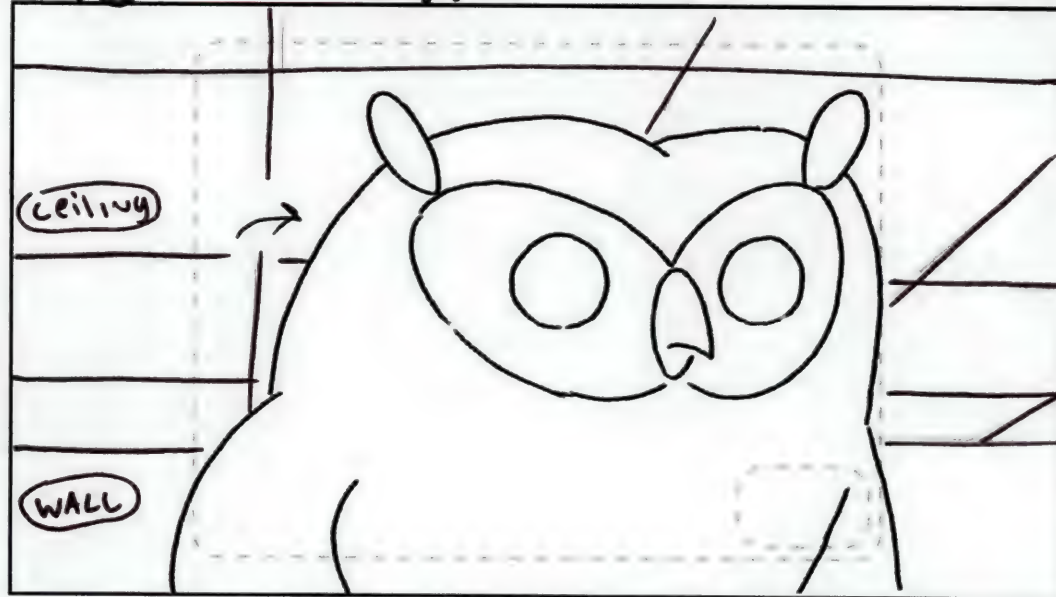
Page **138**  
day night

Sc. **95**

Pnl. **A**

Bg.

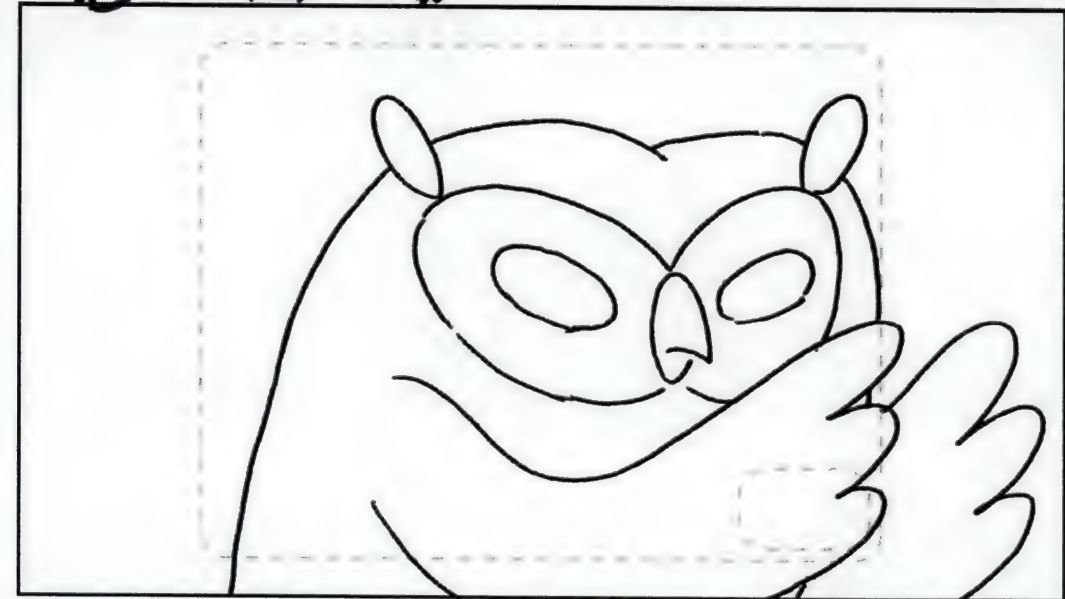
day night



Sc. **95 CONT** Pnl. **B**

Bg.

day night



Dialog:

(AI) S.P.

Action:



- CO SEES  
SOMETHING

- CO REACHES FORWARD

SEP 12 2014

Timing:

EPISODE #

Production :

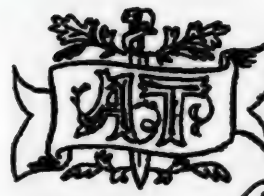
1025-196

1025/196

1025/196

Cut

# ADVENTURE TIME



Page 139  
139A NEXT

Sc. 96

Pnl. A

Bg.

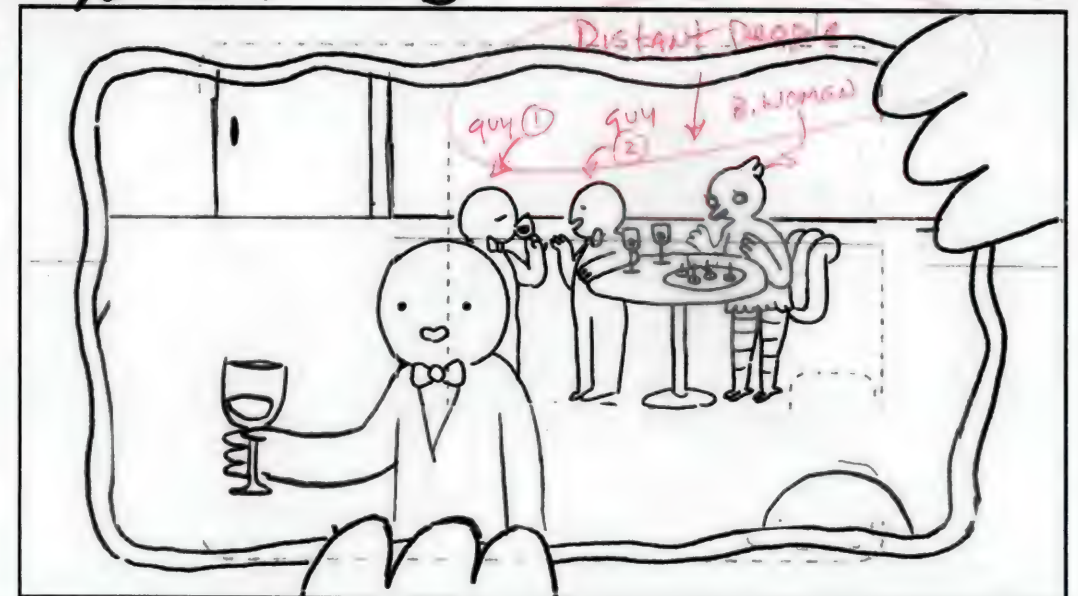
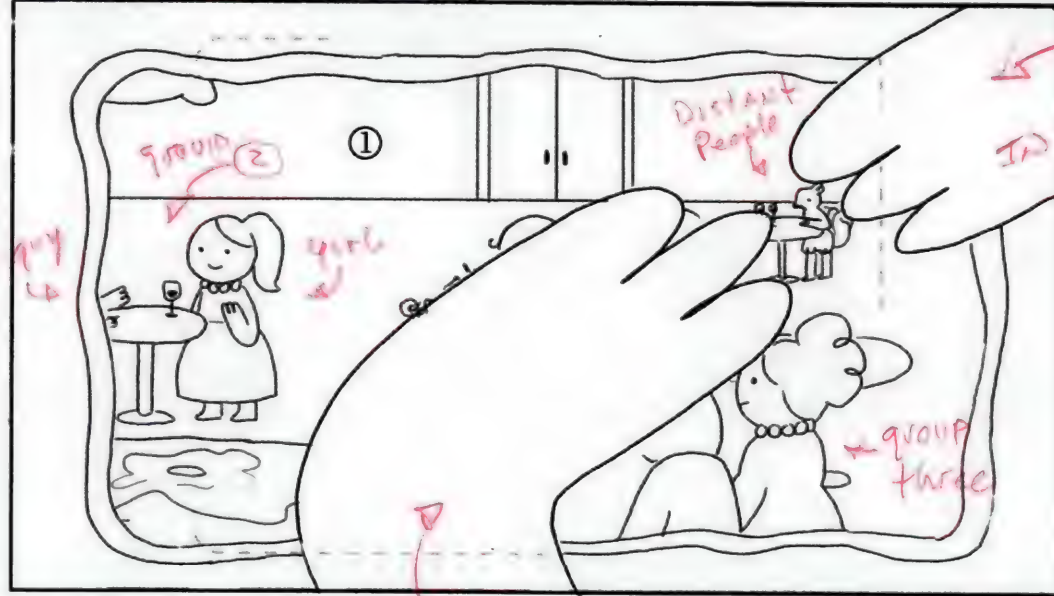
day night

Sc. 96 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



- CO REACHES ON/S.  
CO zooms

SEP 12 2014

EPISODE #

Production :

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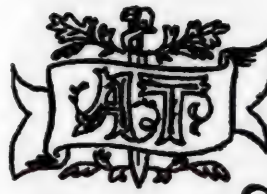
1025/196

1025/196

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# ADVENTURE TIME



Page 139A  
140 NEXT  
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.
96 CONT	C	

Dialog:	
Action:	
Timing:	
<p>- ZOOMS IN ON BIRD WOMAN BIRD WOMAN EXAMINES HORS D'OEURVE</p>	
SEP 12 2014	

1025-196

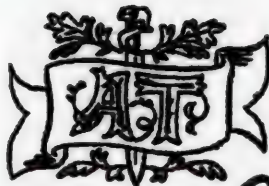
EPISODE #

1025/196

Production :

1025/196

# ADVENTURE TIME



*the cut*

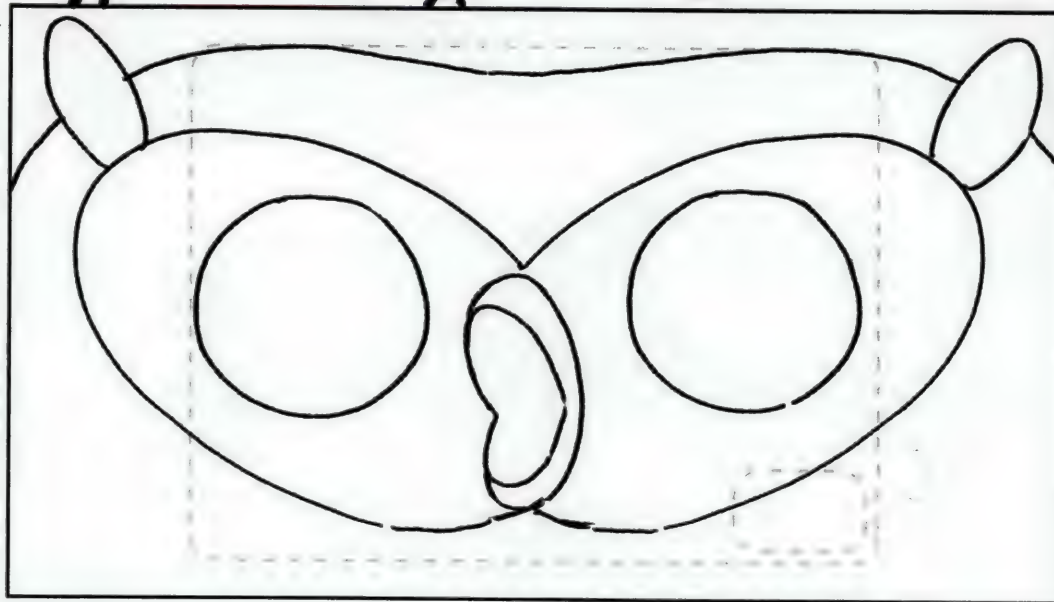
Page 140

Sc. 97

Pnl. A

Bg.

day night



Sc. 98

Pnl.

A

Bg.

day night

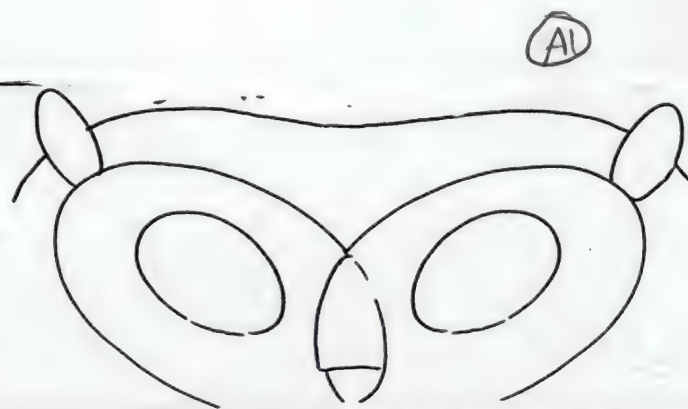


*+ START PEN*

Dialog:

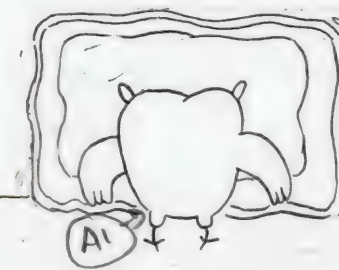
Action:

Timing:



SEP 12 2014

CO RUNS IN CIRCLES, FEATHERS FLYING



1025-196

EPISODE #

1025/196

Production :

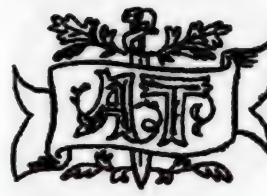
1025/196

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1025/196



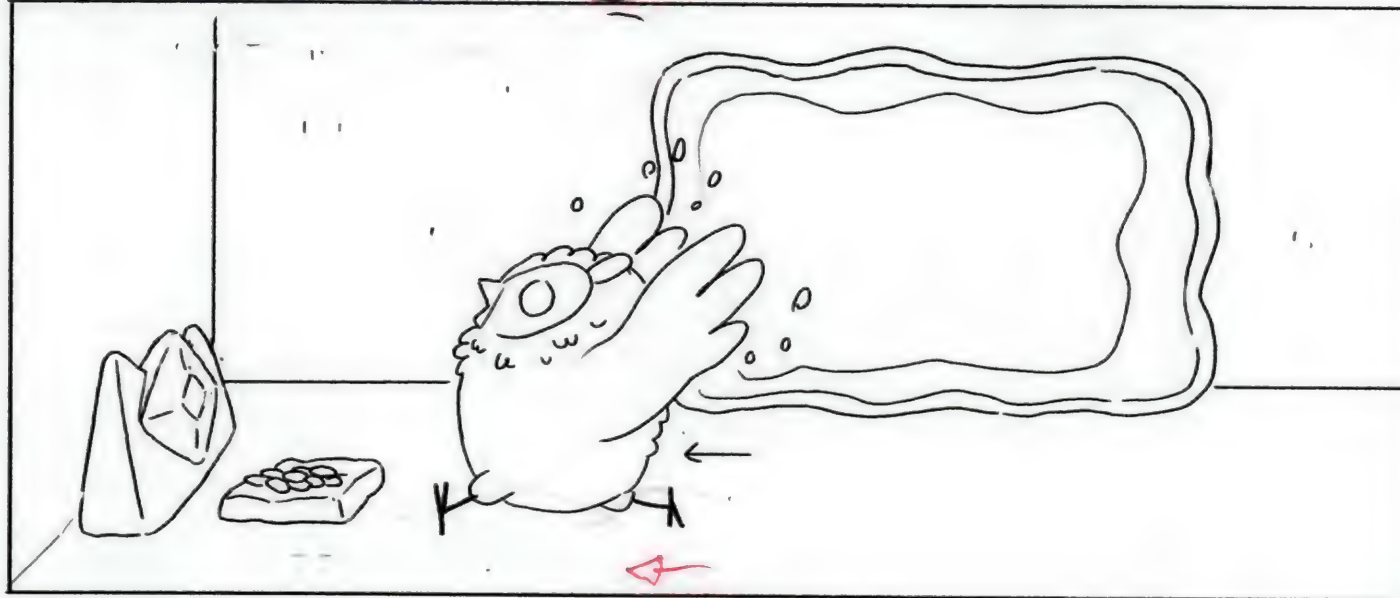
# ADVENTURE TIME



Page 141

Sc. 98 CONT Pnl. B

day night



Dialog:

*pan  
w/ action*

Action:

CO RUNS TO TOKENS, DOESN'T BREAK STRIDE

SEP 12 2014

Timing:

EPISODE #

Production :

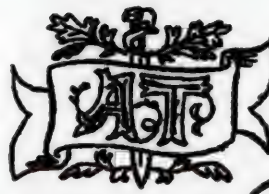
1025-196

1025/196

1025/196

1025/196

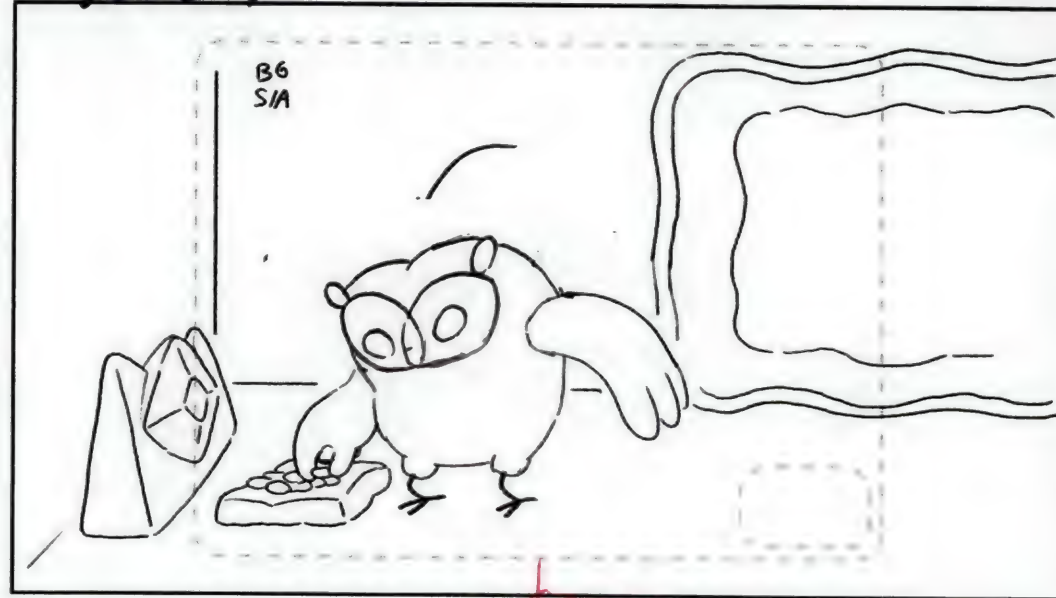
# ADVENTURE TIME



Sc. **98 CONT** Pnl. **C**

Bg.

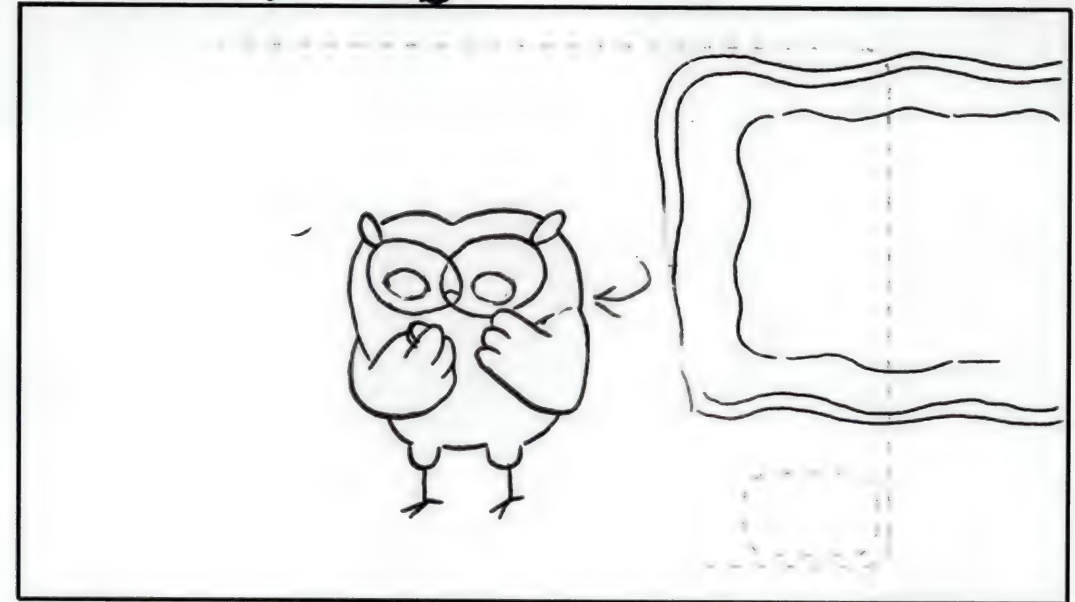
day night



Sc. **98 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

Timing:



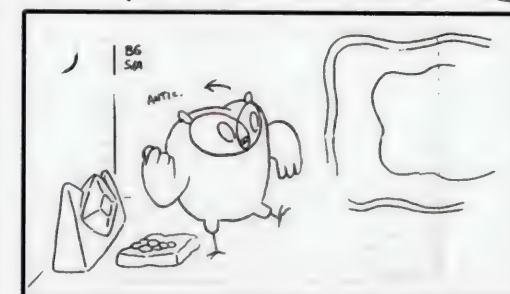
- CO GRABS COIN
- CO DE-PUFFS

SEP 12 2014

(D)

- TOKEN PULSING GREEN, DREAM PULSING BLUE

(D2)



EPISODE #

Production :

1025-196

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1025/196

1025/196



# ADVENTURE TIME



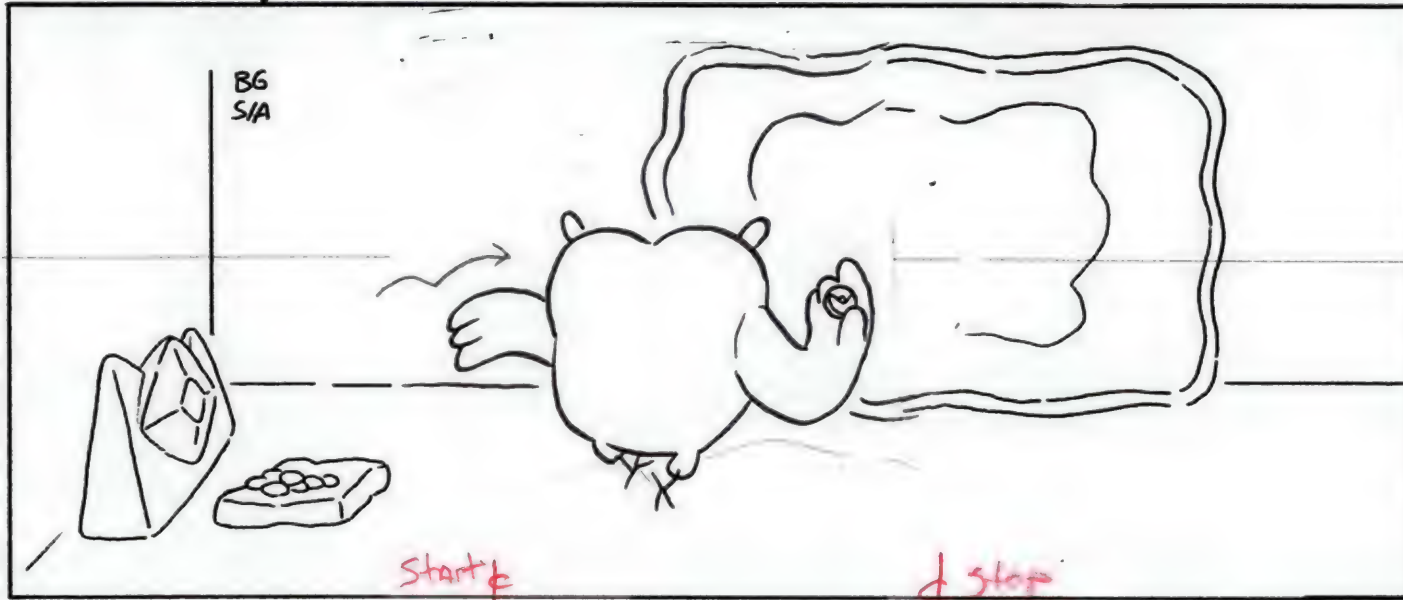
Sc. **98 CONT** Pnl. **E**

Bg.

day night

Page **143**

*No Action  
Cut*



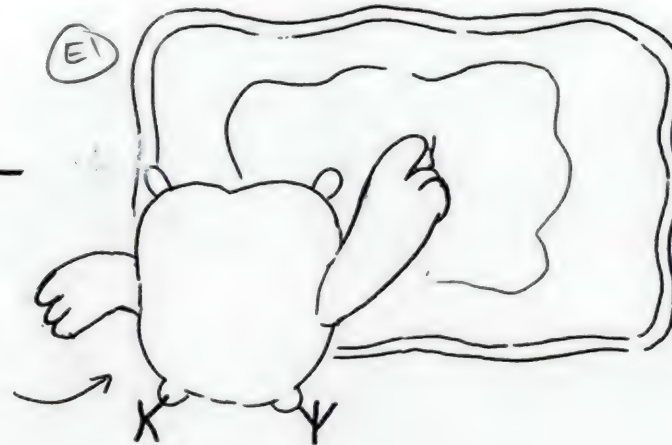
Dialog:

*Pro  
w/ ACTION*

Action:

- CO DASHES BACK & SLAPS TOKEN INTO DREAM  
- ADJ. W/ ACTION

Timing:



SEP 12 2014

EPISODE #

Production :

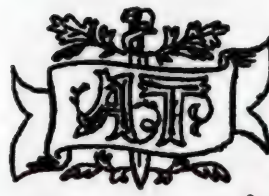
1025-196

1025/196

1025/196

Ho Cut

# ADVENTURE TIME



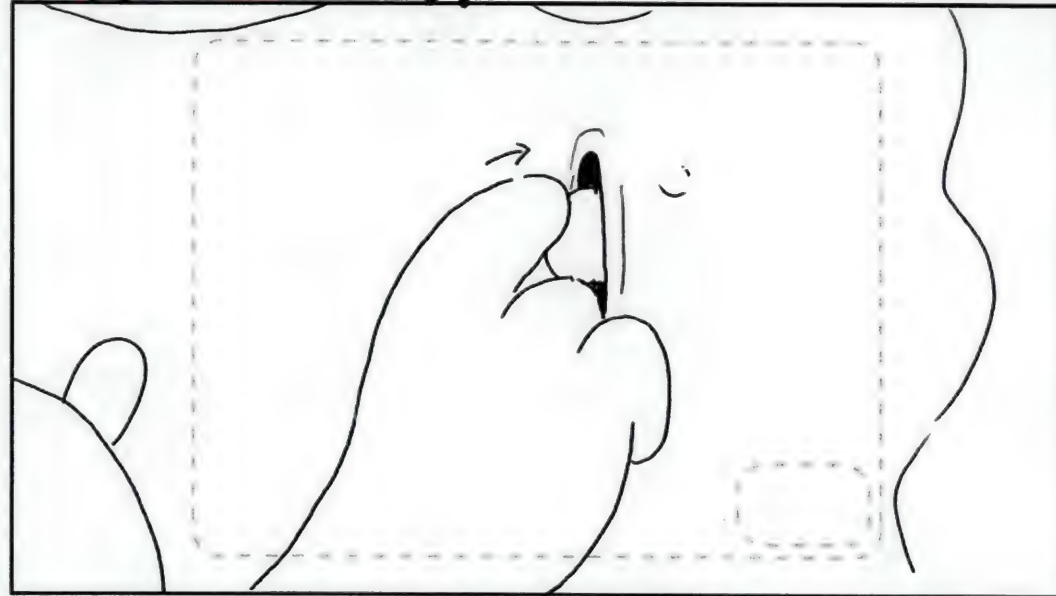
Ho Cut

Sc. 99

Pnl. A

Bg.

day night



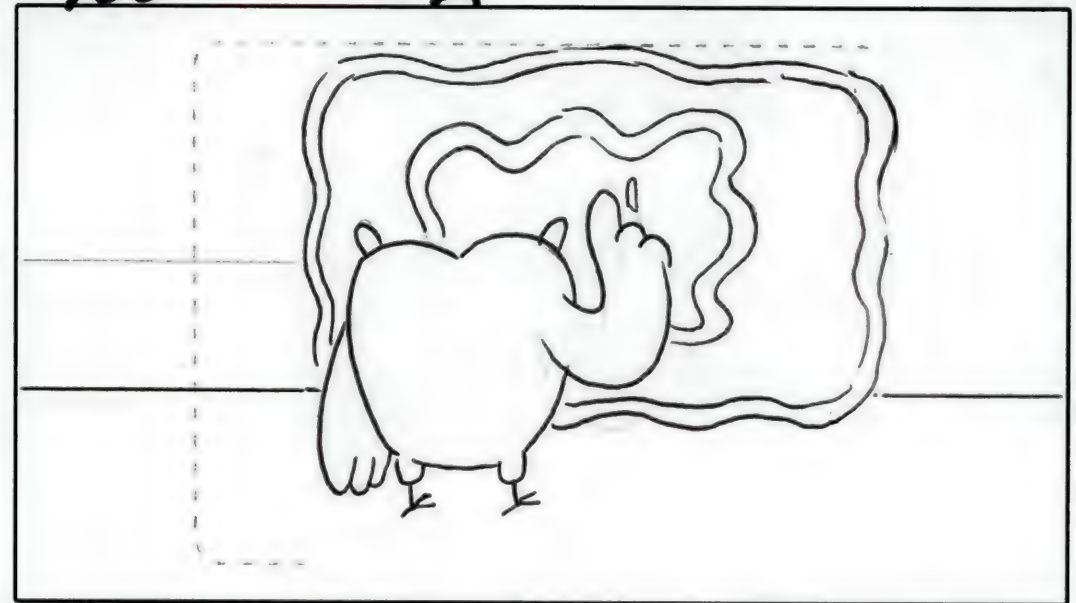
Sc. 100

Pnl. A

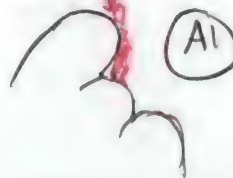
Bg.

Page

day night



Dialog:



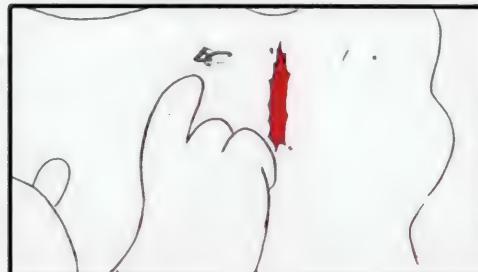
Action:

- CO INSERTS COIN INTO DREAM

- SLOT FLASHES RED ("WRONG DREAM")

Timing:

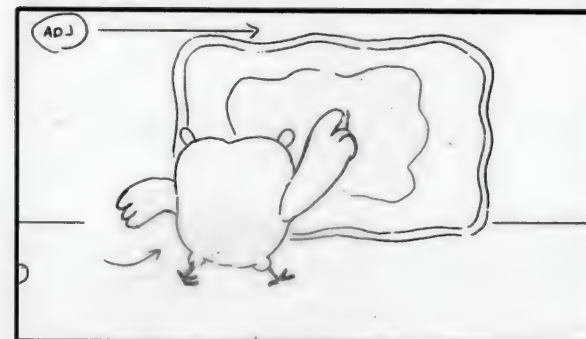
A2



- CO ENTERS DREAM

A1

SEP 12 2014



EPISODE #

Production :

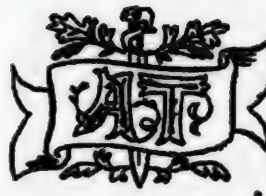
1025-196

1025/196

1025/196

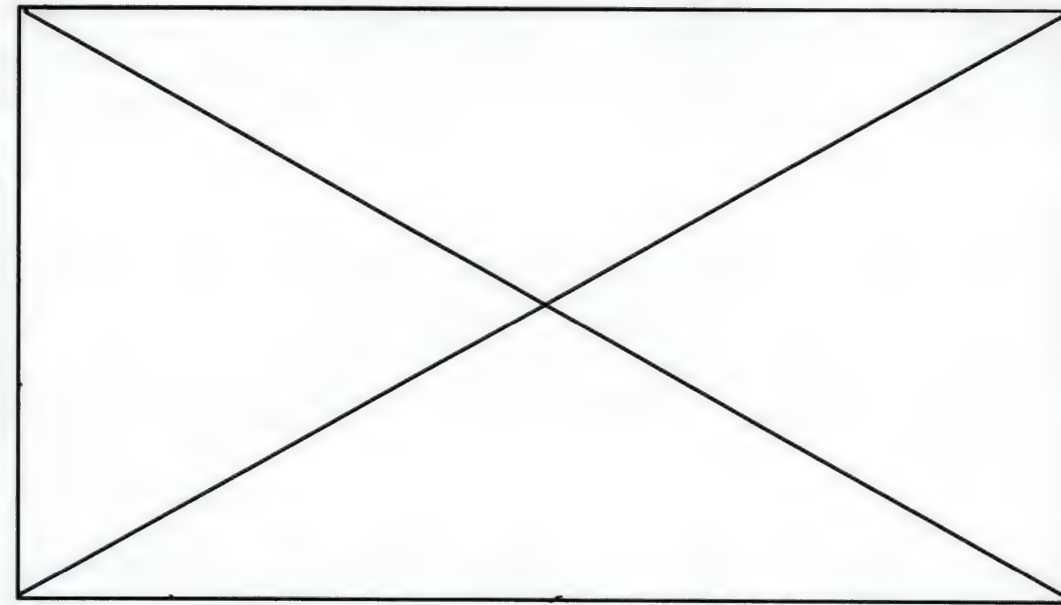


# ADVENTURE TIME

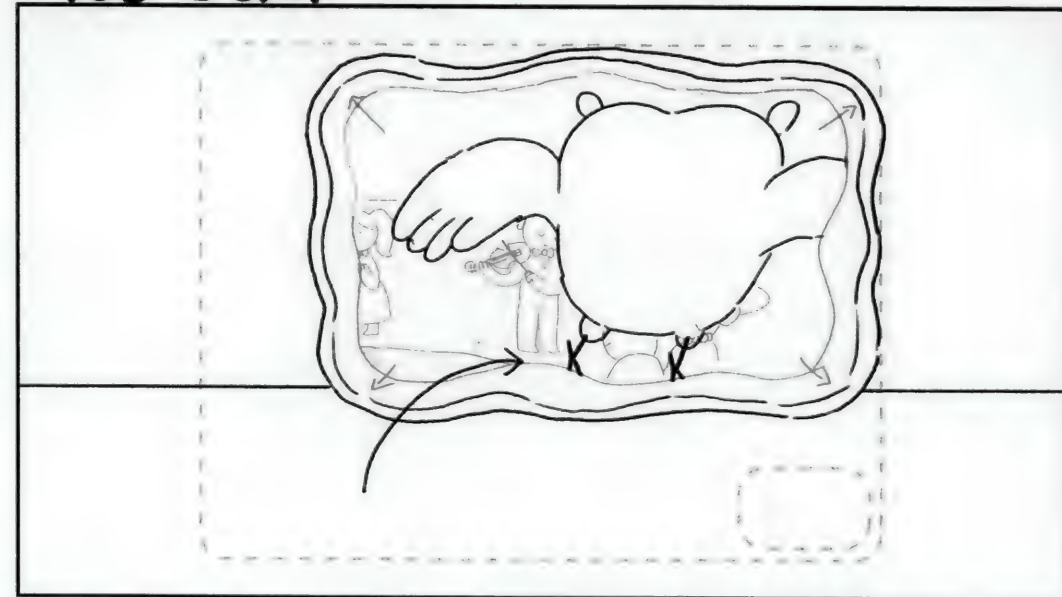


Page 144A  
~~145~~ NEXT  
 day night

Sc. Pnl. Bg. day night



Sc. *100 CONT* Pnl. B Bg.



Dialog:	
Action:	
- CO ENTERS DREAM	
Timing:	

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Production :

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1025/196

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# ADVENTURE TIME



*Cut*

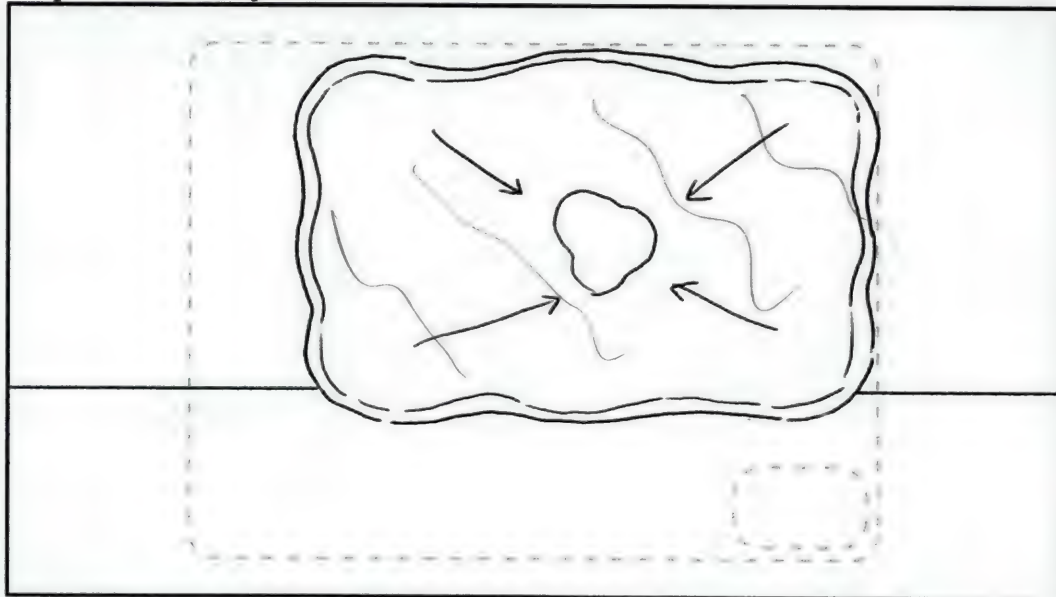
Page **145**

Sc. **100 CONT**

Pnl. **C**

Bg.

day night



Sc. **101**

Pnl. **A**

Bg.

day night



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EPISODE #

1025/196

Dialog:

SEP 12 2014

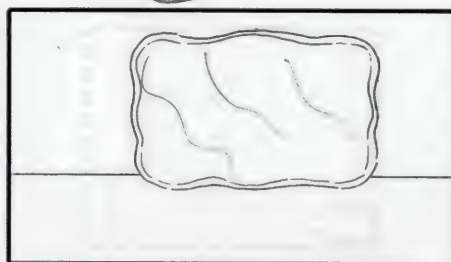
Action:

- PORTAL CLOSES BEHIND CO.

(C1)

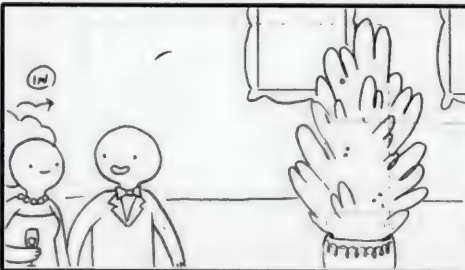
(C2)

Timing:



(A1)

- PARTY GOERS WALK ON

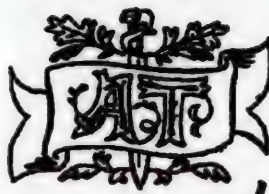


Production :

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# ADVENTURE TIME

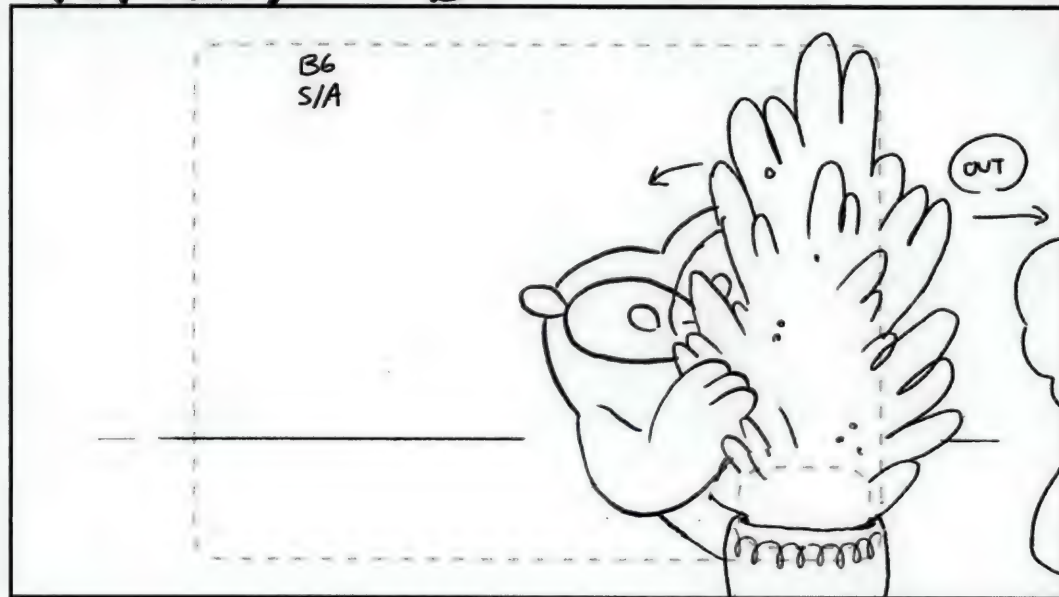


Page 146

Sc. 10/CONT Pnl. B

Bg.

day night



Sc. 10/CONT Pnl. C

Bg.

day night



Dialog:

CO/'SCUSE ME

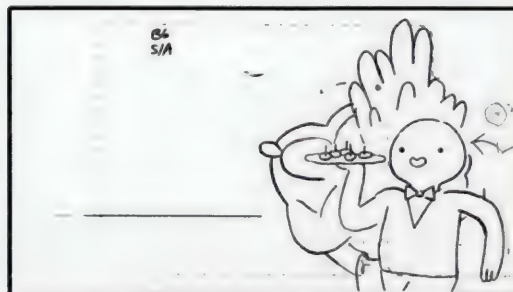
Action:

(B1) - C.O. PEEKS OUT FROM BEHIND BUSH.

WAITER WALKS BY WITH APPLES

SEP 12 2014

Timing:



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Production :

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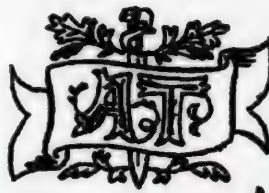
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1025/196

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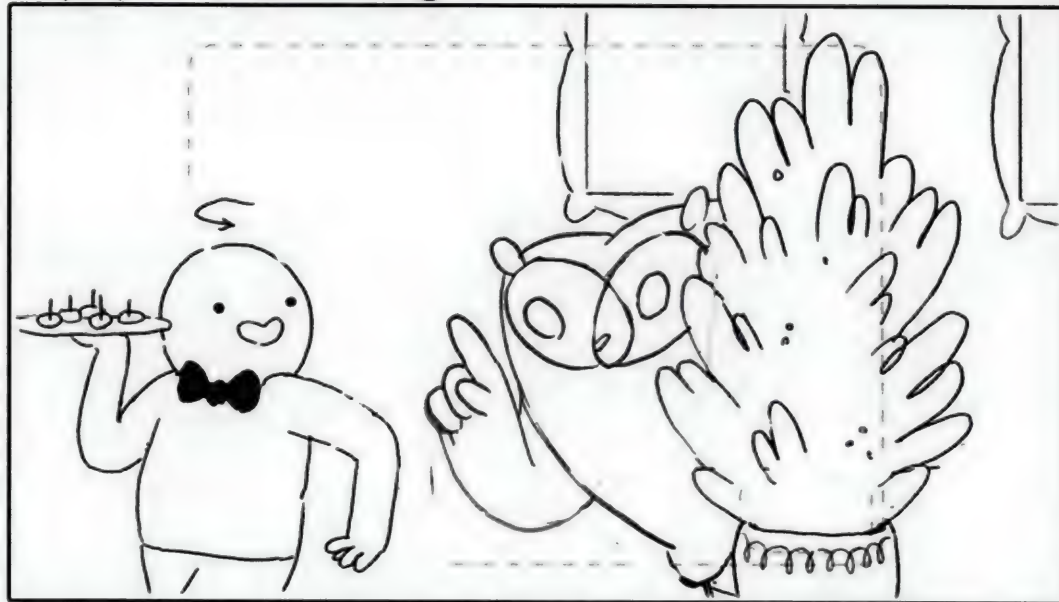


Page 147

Sc. 10/ CONT Pnl. D

Bg.

day night



Sc. 10/ CONT Pnl. E

Bg.

day night

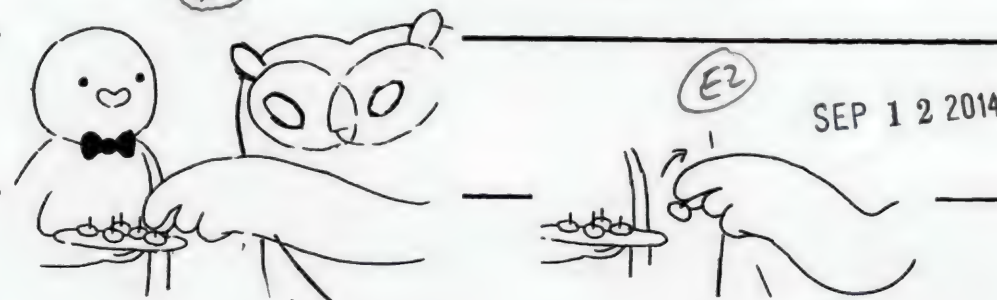


Dialog:

Action:

Timing:

CO/ ARE THESE WEENIES?  
W/ SHRIMP PUFFS, MONSIEUR



EPISODE #

Production :

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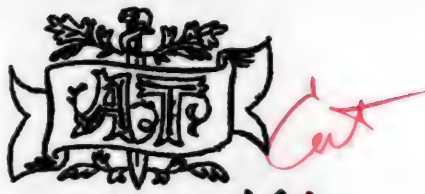
1025/196

1025/196

1025/196



# ADVENTURE TIME



Page **140**

Sc. **101 CONT**

Pnl. **F**

Bg.

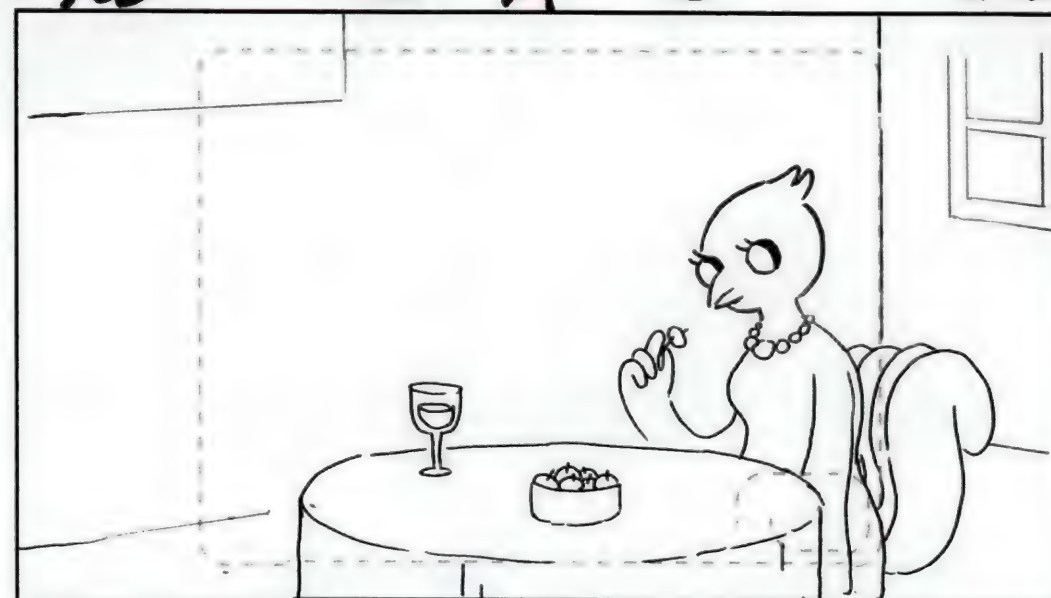
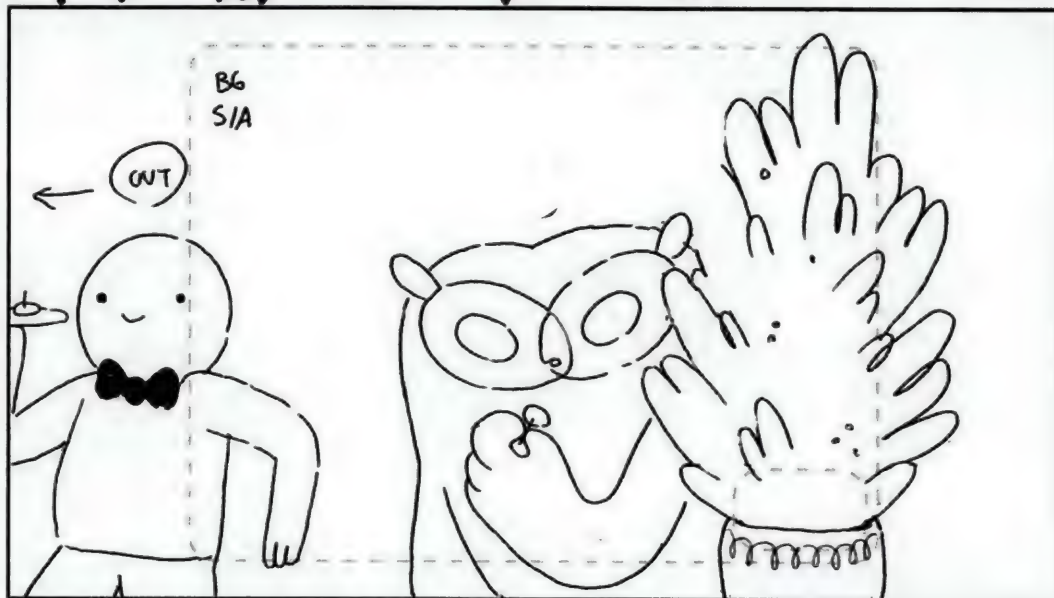
day night

Sc. **102**

Pnl. **A**

Bg.

day night



Dialog:

CO / (SADLY) OH...

BW / \* SIGH \*

Action:



- WAITER WALKS OFF/S  
- CO LOOKS BACK

- BW LOOKS AROUND

SEP 12 2014

Timing:

EPISODE #

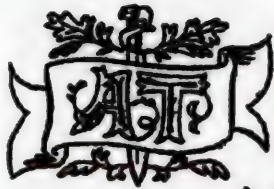
Production :

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1025/196

# ADVENTURE TIME



the  
art

Page 149

Sc. 102 CONT Pnl. B

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:

CO / UH... HI.

BW / OH!

BW / IS THAT A WEENIE?

CO / (VO) IT'S A SHRIMP PUFF.

SEP 12 2014

Action:

CO ENTERS, BW TURNS HEAD WHEN HE SPEAKS

- BW LEANS IN.

Timing:



Production :

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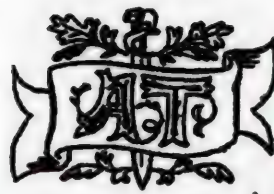
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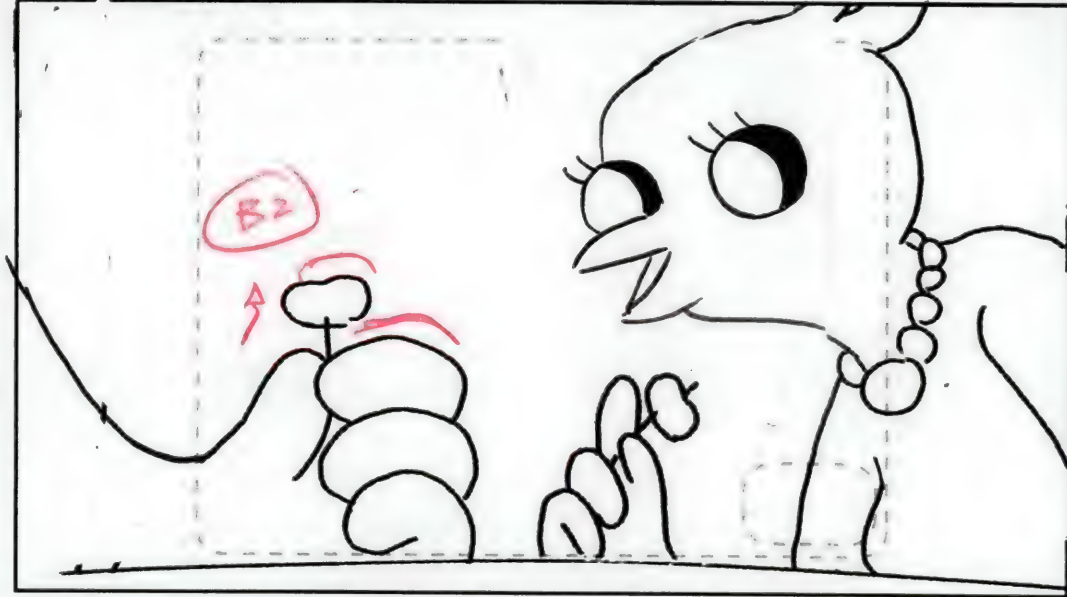
Page 150

Sc. 103 cont

Pnl. B

Bg.

day night



Sc. 104

Pnl. A

Bg.

day night



Dialog:

BW / OH, I LOVE SHRIMP PUFFS!

CO / HERE.

Action:



Timing:



EPISODE #

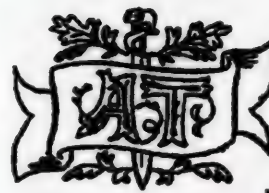
Production :

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1025/196

# ADVENTURE TIME



Sc. **104 CONT** Pnl. **B**

Bg.

day night



Sc. **104 CONT** Pnl. **C**

Bg.

day night



Dialog:

BW THIS IS A DREAM COME TRUE!

Action:

SEP 12 2014

Timing:

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EPISODE #

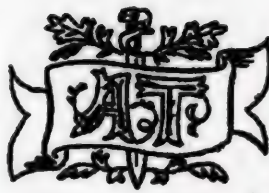
1025/196

Production :

1025/196



# ADVENTURE TIME



NEW  
CUT

Page 152

Sc. 104 CONT Pnl. D

Bg.

day night

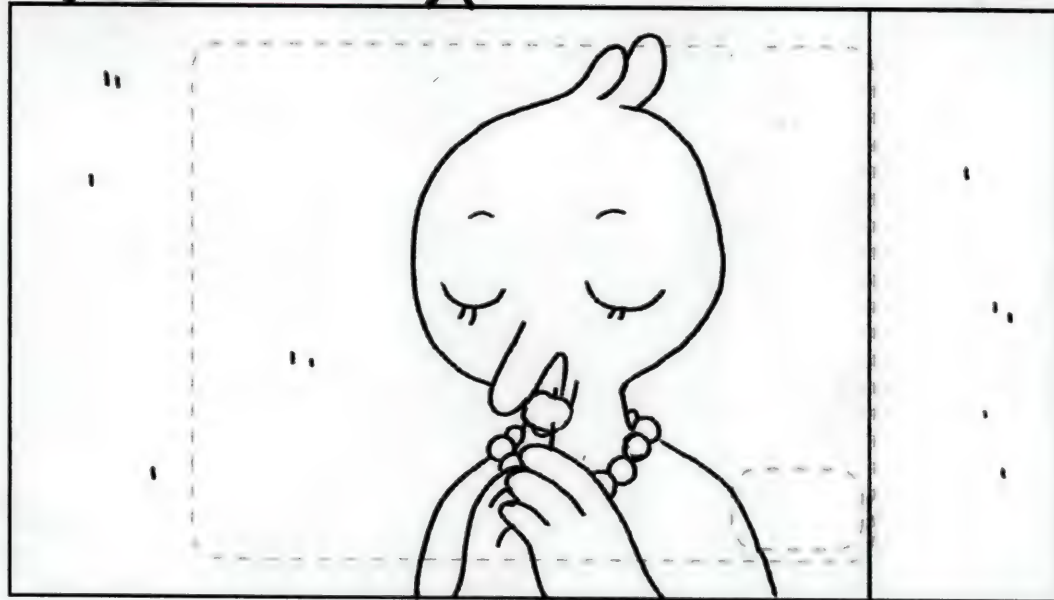


Sc. 105

Pnl. A

Bg.

day night



Dialog:

CO: Uh-Huh

BW: [ NIBBLE, NIBBLE ]

Action:

CO TUGS AT HIS "COLLAR" UNCOMFORTABLY

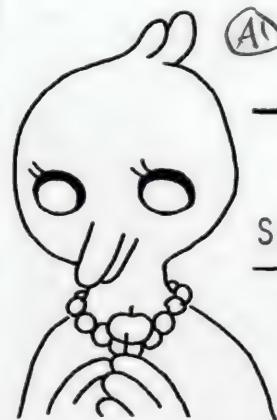
-BW NIBBLES SHRIMP PUFF

Timing:

(D)



(A2)



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Production

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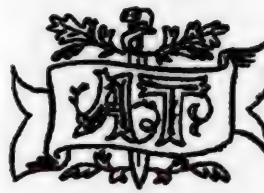
EPISODE #

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1025/196

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# ADVENTURE TIME

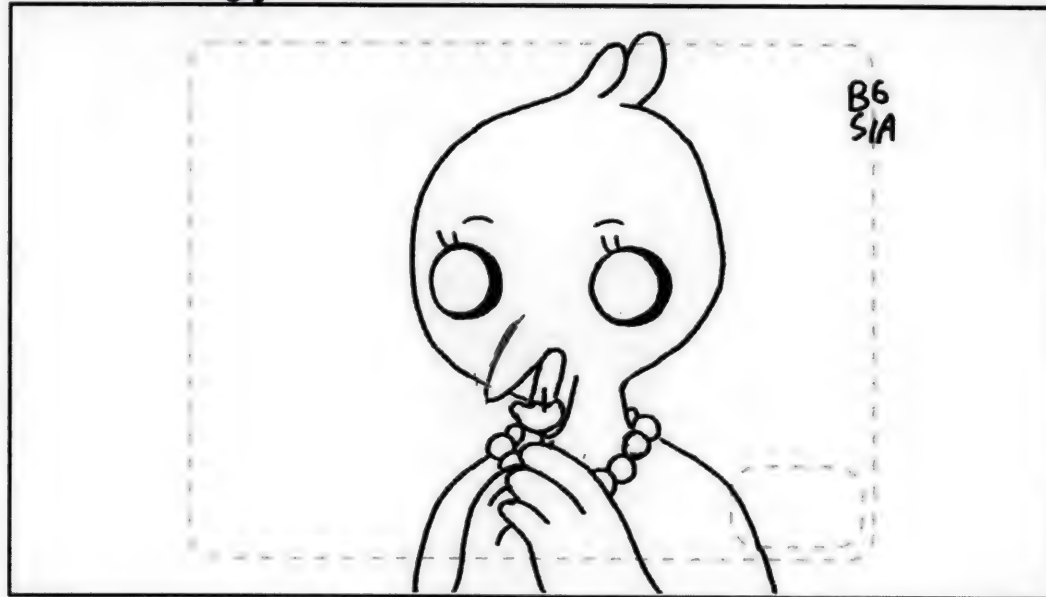


Page 158  
day night

Sc. 105 *CONT* Pnl. B

Bg.

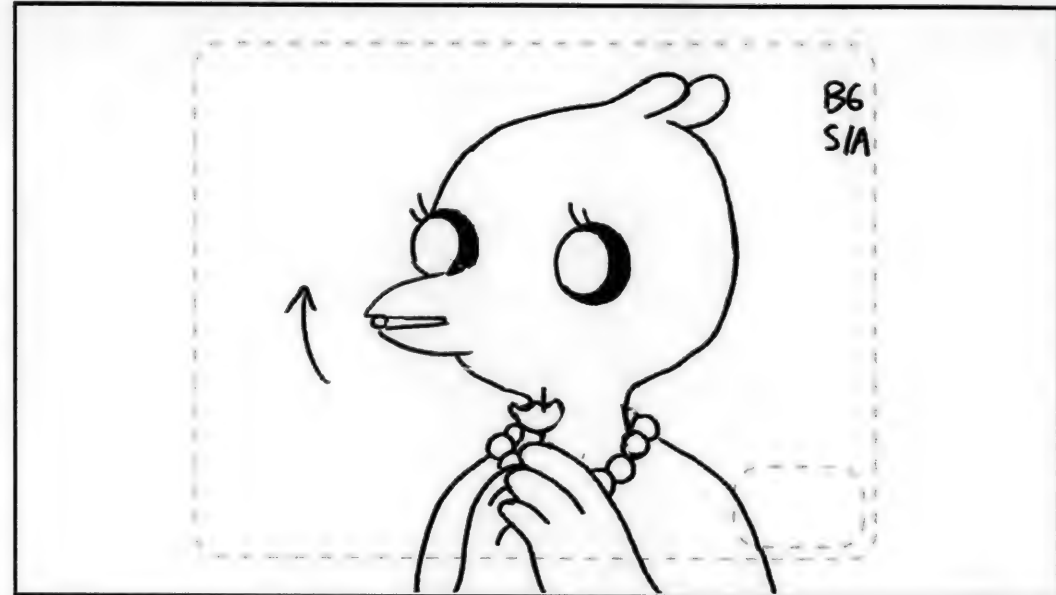
day night



Sc. 105 *CONT* Pnl. C

Bg.

day night



*Handwritten notes:*  
140  
CST

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EPISODE #

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Dialog:

Action:

*BW* NOTICES SOMETHING

SEP 12 2014

Timing:

Production :

1025/196

1025/196



HW  
cut

# ADVENTURE TIME



Page **154**

HW  
cut

Sc. **106**

Pnl. **A**

Bg.

day night




Sc. **106 cont** Pnl. **B**

Bg.

day night



<b>Dialog:</b>	
<p>(A) <u>BW</u> / Do I know you?</p>	<p><u>CO</u>: I'M CRASHING</p> <p><u>BW</u>: OH H H.</p>
<b>Action:</b>	
	
<b>Timing:</b>	

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Production :

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1025/196

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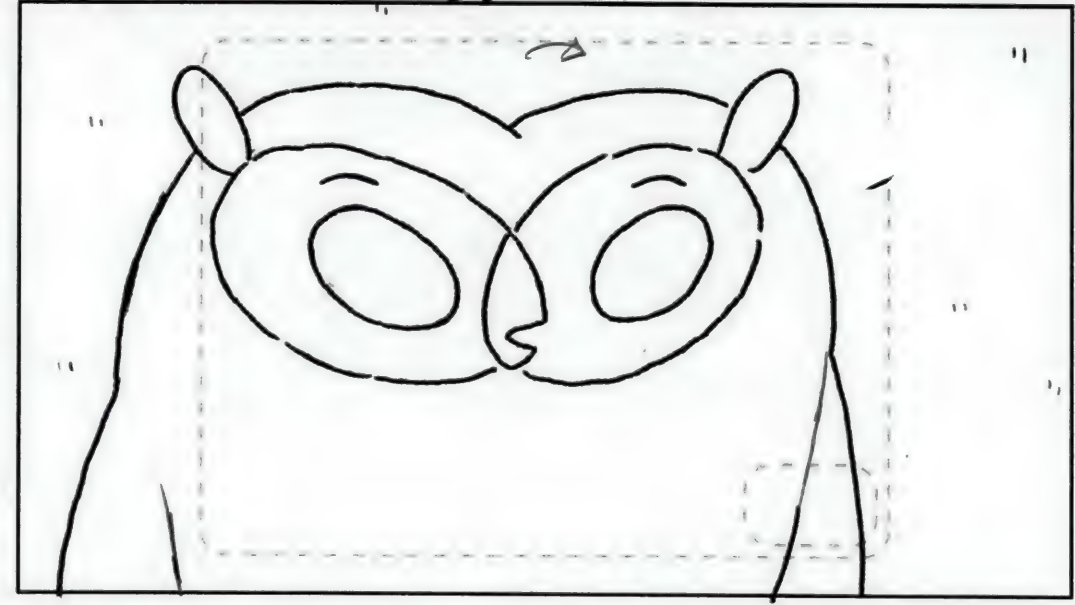
1025-196

# ADVENTURE TIME

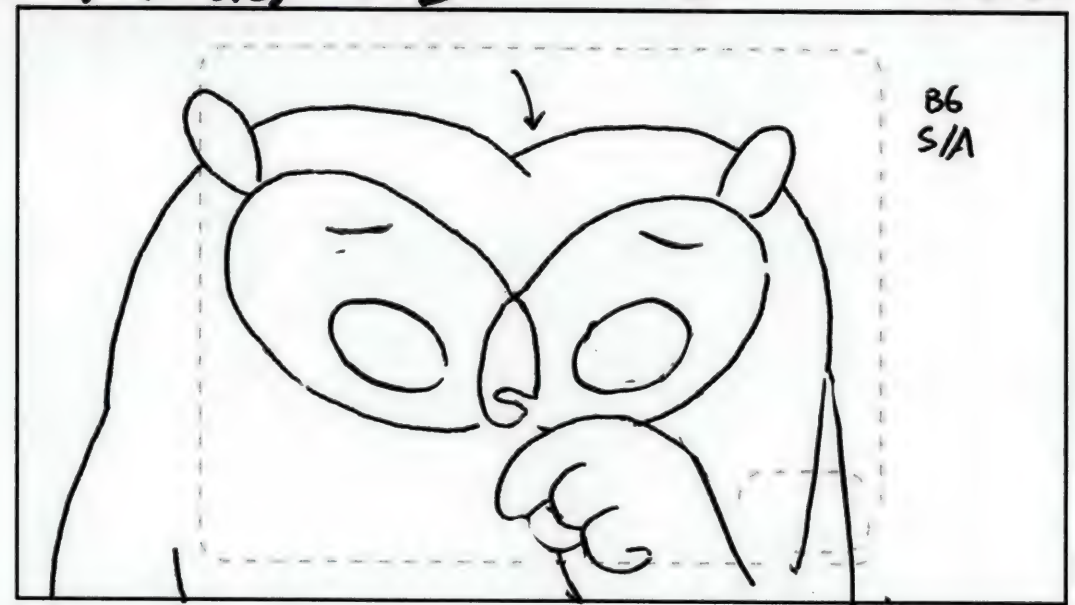


Page 155

Sc. 107 Pnl. A Bg. day night



Sc. 107 cont Pnl. B Bg. day night



<b>Dialog:</b>	
CO/ I SAW YOU IN A DREAM AND I HAD TO SEE YOU AGAIN...	CO/ EVEN THOUGH JUST BY ME BEING HERE, events in this dream will come true.
<b>Action:</b>	
SEP 12 2014	
<b>Timing:</b>	

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EPISODE #

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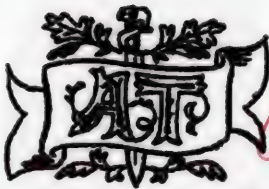
Production :

1025/196

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# ADVENTURE TIME

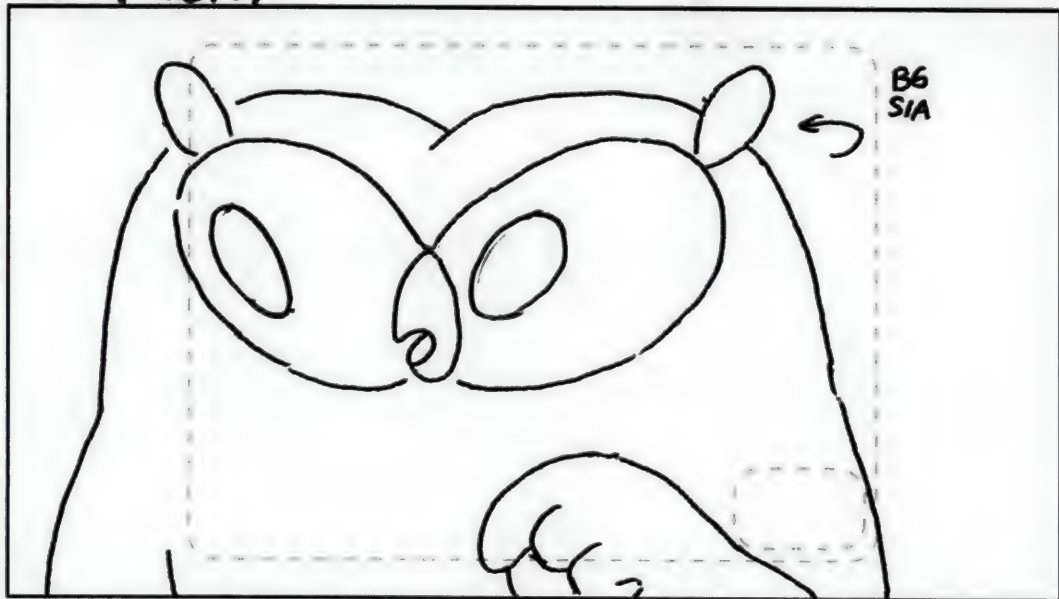


Page **156**

Sc. **107** cont Pnl. **C**

Bg.

day night



Sc. **108**

Pnl. **A**

Bg.

day night



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EPISODE #

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Dialog:

WAITER / (O/S) WHOAAAA!

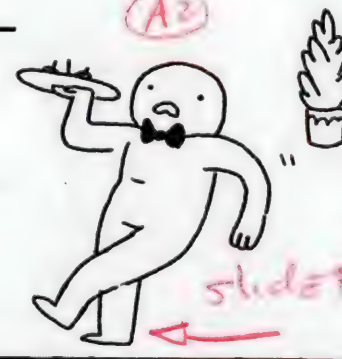
W / WHOAH WHOAH WHOAH WHOAH

SEP 12 2014

Action:

**(A1)** - WAITER LOSES BALANCE

Timing:



Production :

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# ADVENTURE TIME

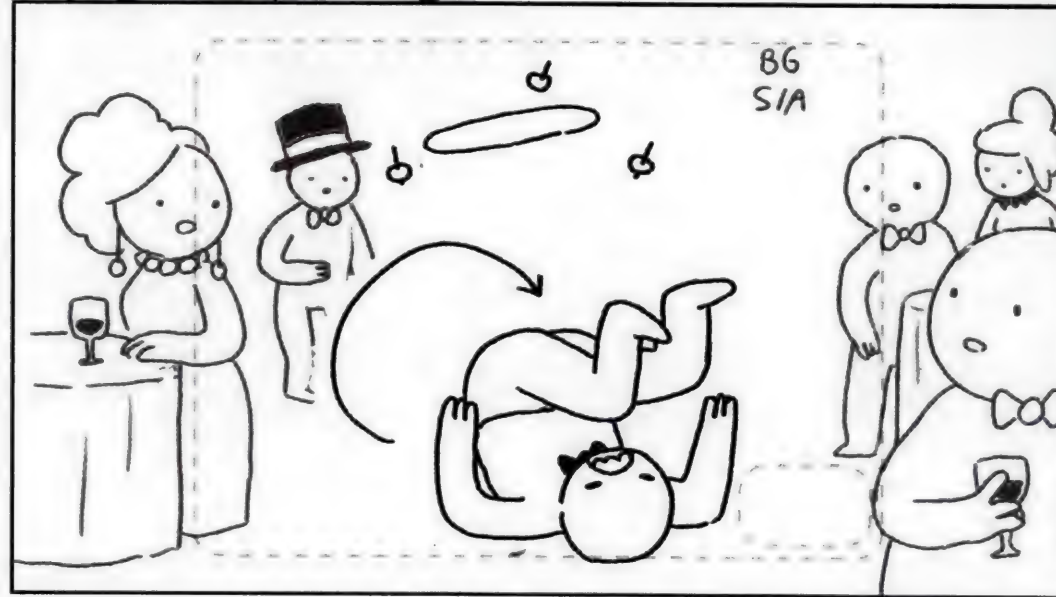


Page **167**  
day night

Sc. **108 CONT** Pnl. **B**

Bg.

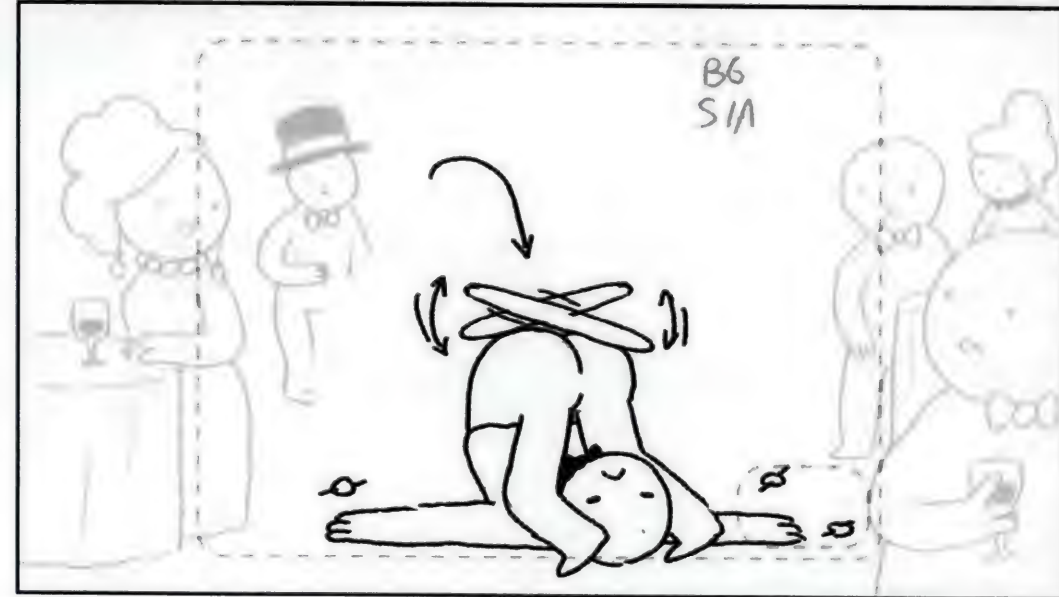
day night



Sc. **108 CONT** Pnl. **C**

Bg.

day night



Dialog:

W/ AH — UNNHHH!

SFX / \* CLATTER \*

Action:

— WAITER FLIPS & LANDS ON HIS BACK

TRAY LANDS ON WAITER'S BUTT

SEP 12 2014

Timing:

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# ADVENTURE TIME

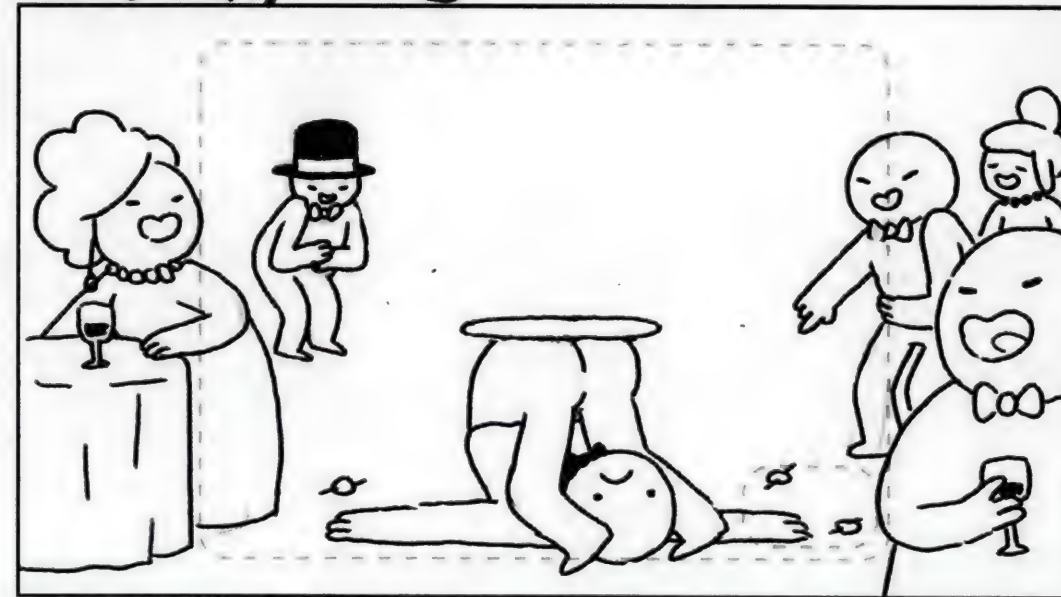


Page **158**

Sc. **108 CONT** Pnl. **D**

Bg.

day night

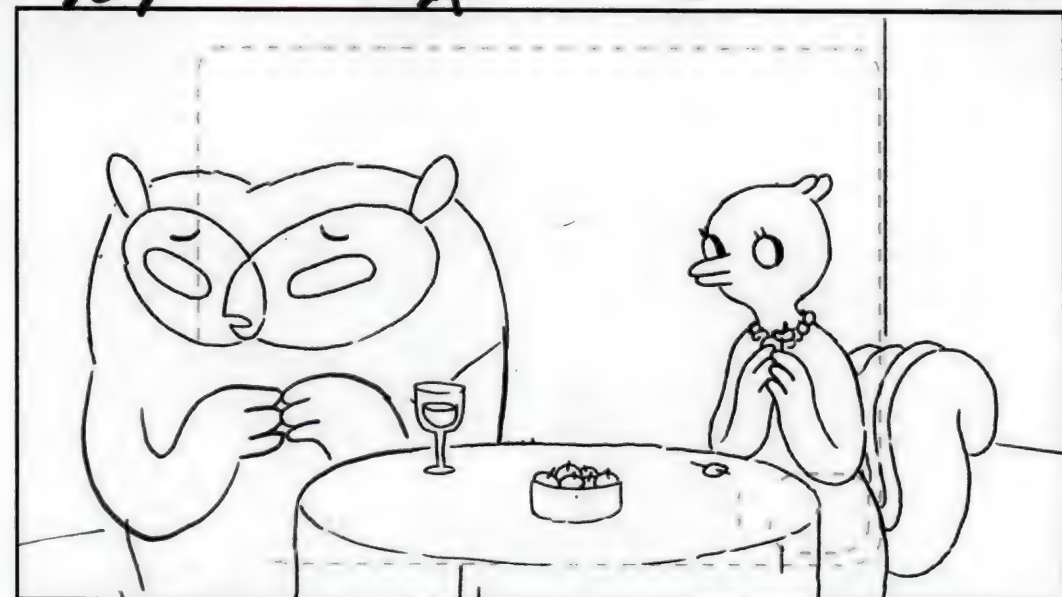


Sc. **109**

Pnl. **A**

Bg.

day night

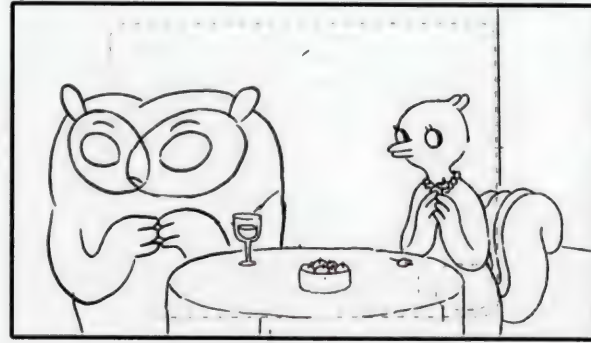


Dialog:

Action:

Timing:

CO / OH JEEZ ... THAT POOR GUY.



(A)

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# ADVENTURE TIME

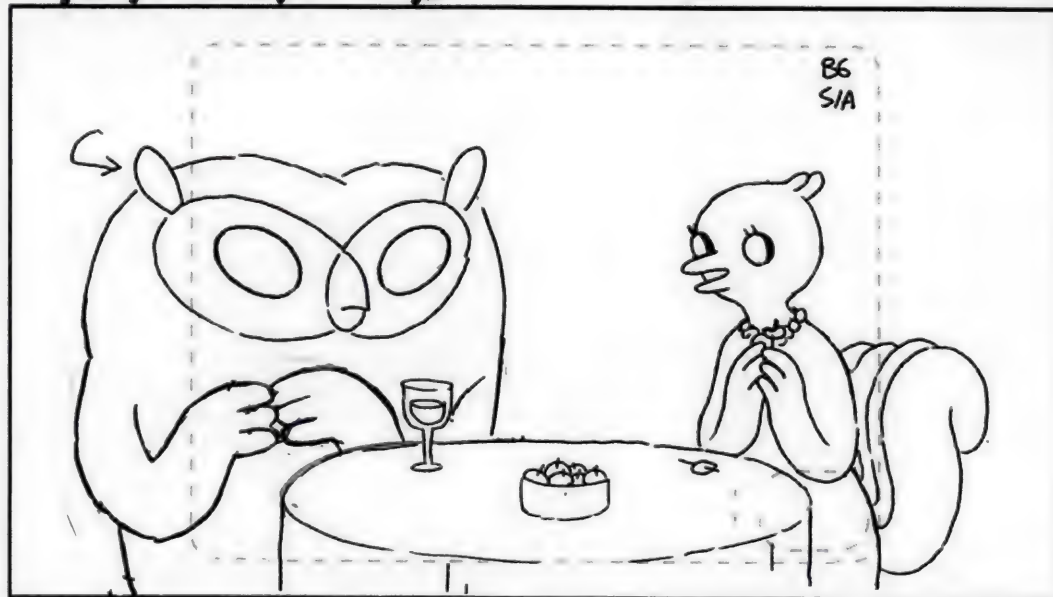


Page **159**  
day night

Sc. **109 CONT** Pnl. **B**

Bg.

day night



Sc. **109 CONT** Pnl. **C**

Bg.

day night



Dialog:

BW/ WHOSE DREAM?  
CO/ HM?

BW/ WHOSE DREAM DID YOU SEE ME IN?

← (CL)

Action:

- CO TURNS BACK TOWARDS BW



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Timing:

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# ADVENTURE TIME



Page 140

Sc. 109 CONT

Pnl. D

Bg.

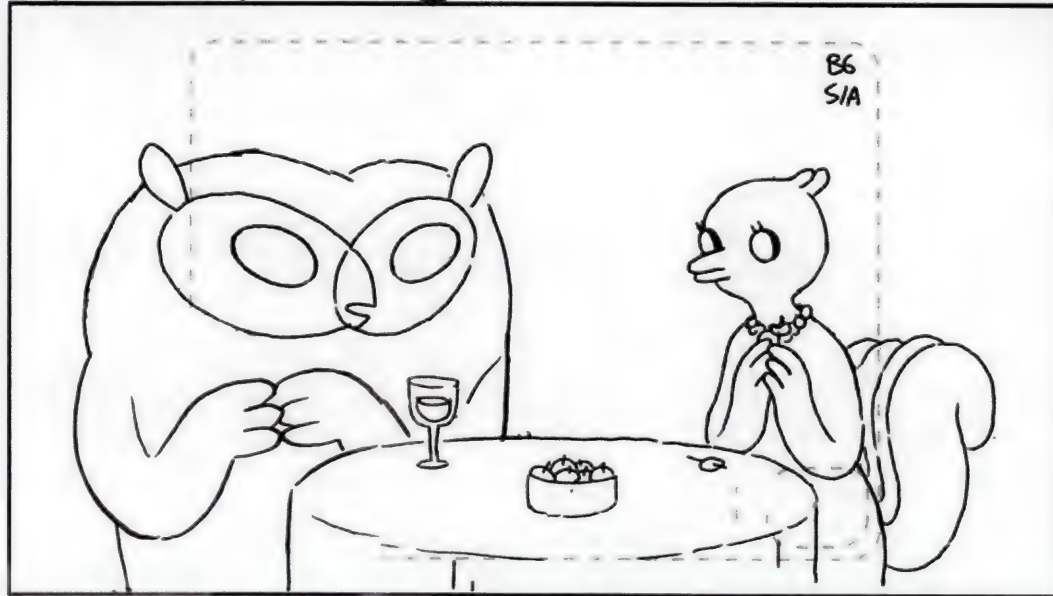
day night

Sc. 109 CONT

Pnl. E

Bg.

day night



Dialog:

CO / OH, UH, FINN THE HUMAN

BW : HM.

Action:

SEP 12 2014

Timing:

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Production :

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# ADVENTURE TIME

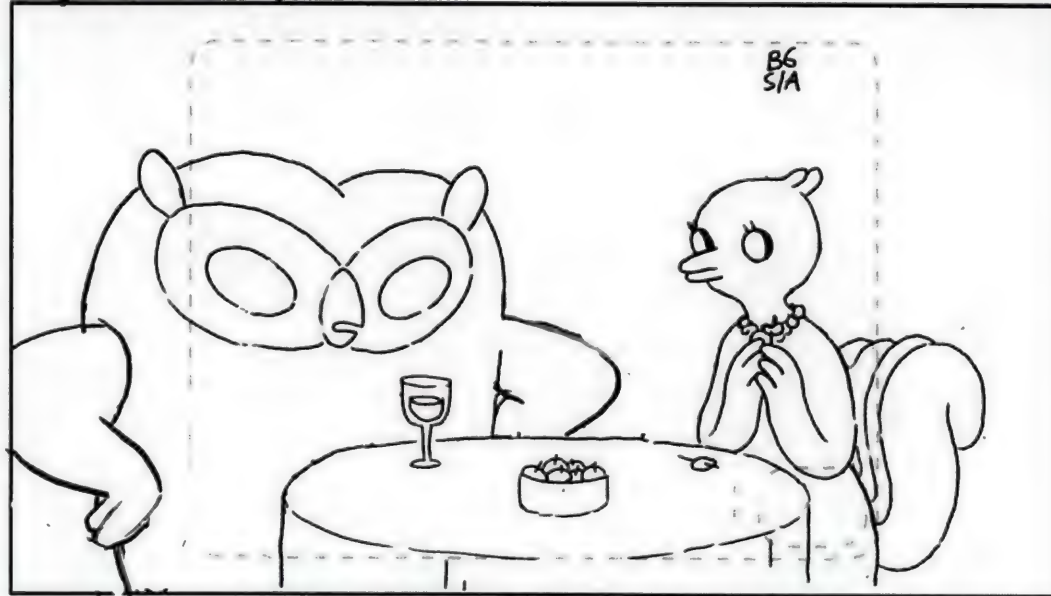


Page 161  
day night

Sc. 109 CONT Pnl. F

Bg.

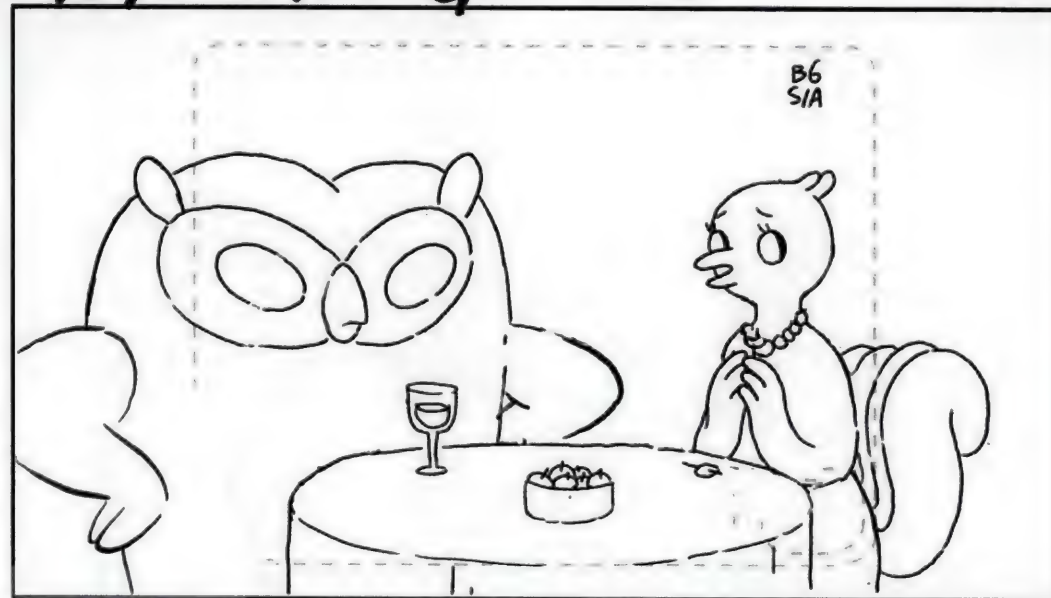
day night



Sc. 109 CONT Pnl. G

Bg.

day night



Dialog:

CO / I SHOULDN'T BE HERE.

BW: NO!

Action:

- CO PUTS HANDS ON HIPS. (FI)

SEP 12 2014

Timing:



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961/5201

1025/196



# ADVENTURE TIME



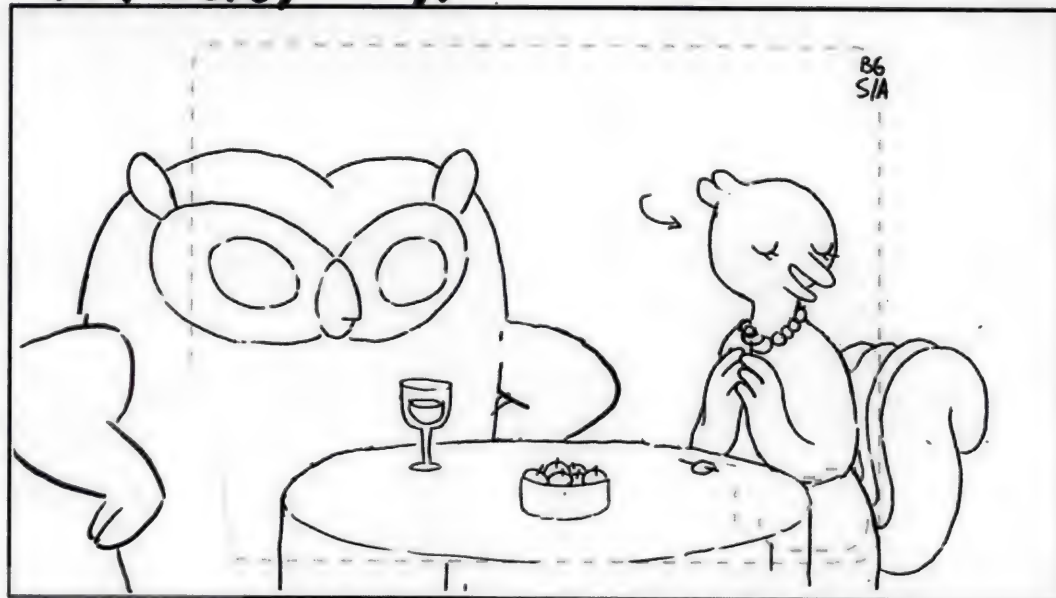
Handwritten: *Hu Cut*

Page 162

Sc. 109 CONT Pnl. H

Bg.

day night

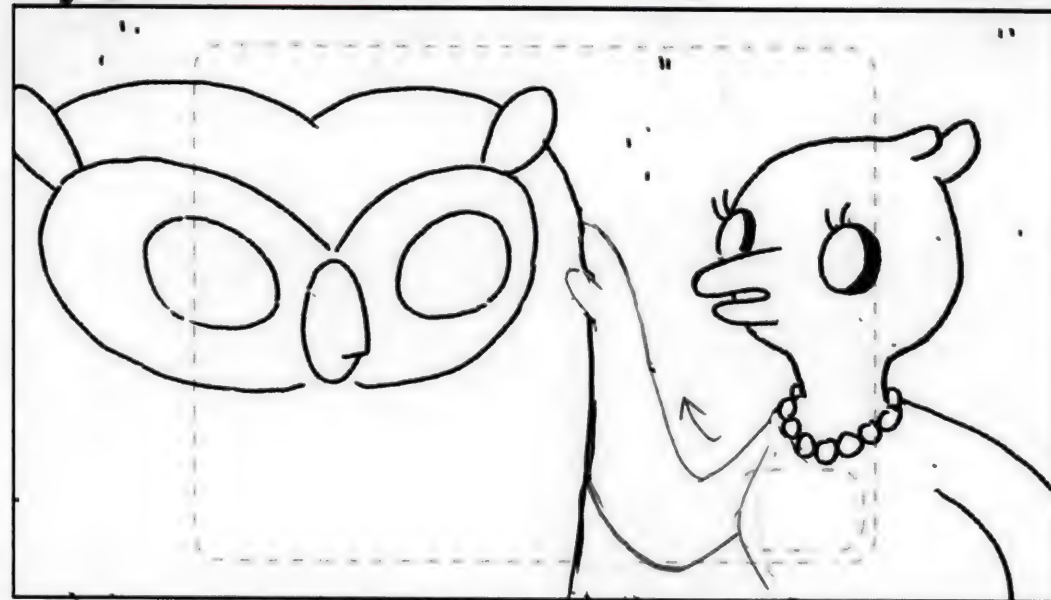


Sc. 110

Pnl. A

Bg.

day night



Dialog:

BW: ...YOU INTRIGUE ME ...

BW / SO POWERFUL ...

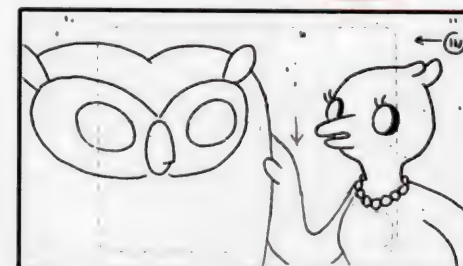
SEP 12 2014

Action: - BW TURNS AWAY. H1



Timing:

- BW WALKS ON/S. SHE GENTLY TOUCHES HIS FACE A2



Production :

EPISODE #

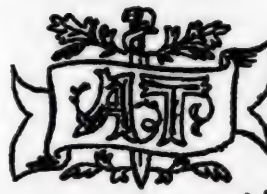
1025-196

1025/196 1025/5201

1025/196

1025/196

# ADVENTURE TIME



Page 163

Sc. 110 CONT Pnl. B

Bg.

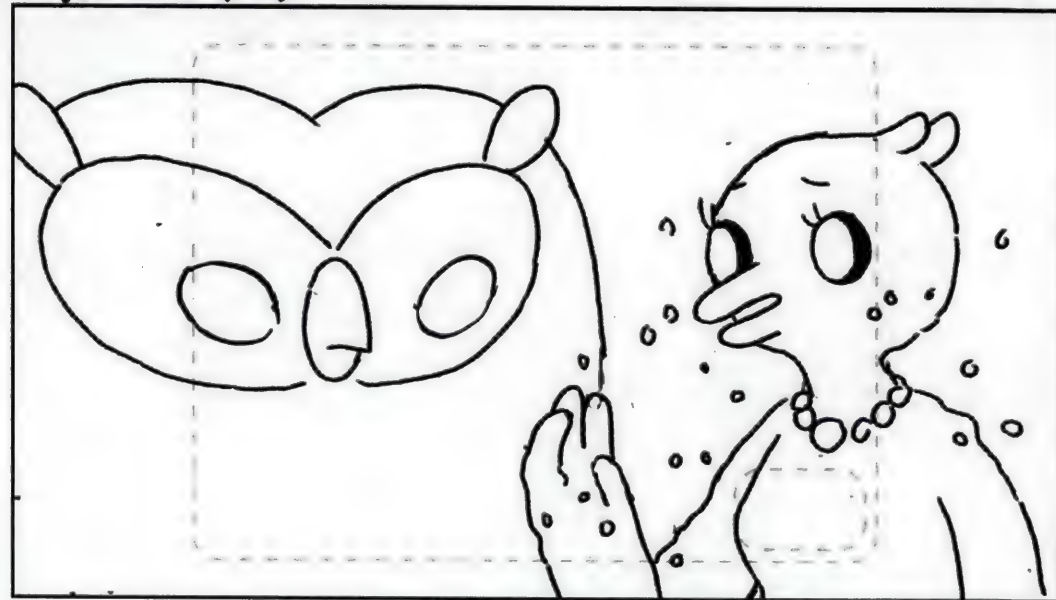
day night



Sc. 110 CONT Pnl. C

Bg.

day night



Dialog:

BW / ... WHA...? (B2)

BW / WHAT'S HAPPENING?

Action:

- SHE STARTS TO FADE AWAY

Timing:

(B1)



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Production :

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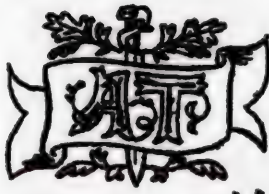
1025/196

*Ho Cut*



Ho  
Cut

# ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

day night



Sc. 11 CONT

Pnl. B

Bg.

day night



Dialog:

CO: YOU'RE WAKING UP!

BW: OH NO!

CO/ CAN'T YOU GO BACK TO SLEEP?

BW: NO, ONCE I'M UP I'M UP...

Action:



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Timing:

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Production :

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# ADVENTURE TIME



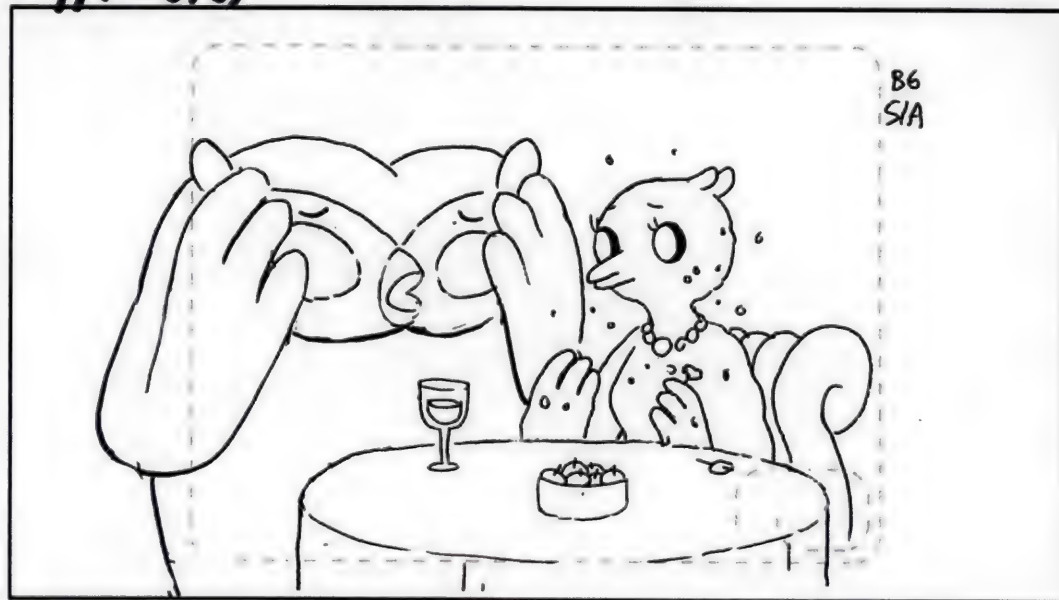
Page 165

Sc. 111 CONT

Pnl. C

Bg.

day night

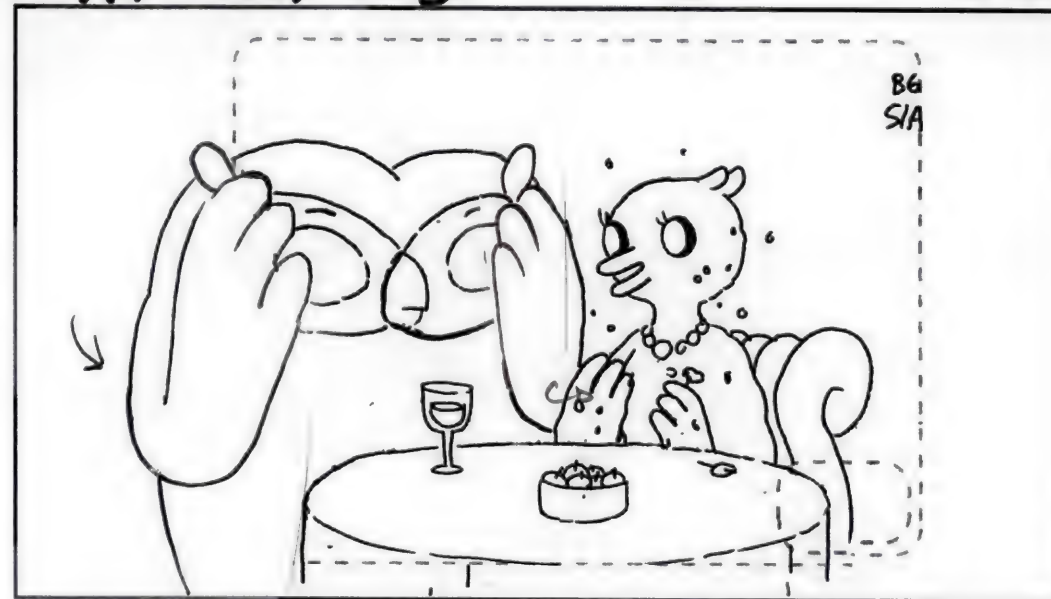


Sc. 111 CONT

Pnl. D

Bg.

day night



Dialog:

CO / BUT I WANT TO SEE YOU AGAIN!

BW / I'D LIKE THAT.

Action:

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Timing:

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# ADVENTURE TIME



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Sc. 111 CONT Pnl. E

Bg.

day night

Sc. 111 CONT Pnl. F

Bg.

day night

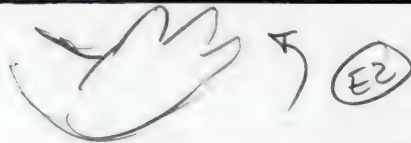


Dialog:

co/ OKAY! I'LL BOOKMARK YOUR DREAM  
COORDINATES AND COME TO YOU TOMORROW NIGHT.

BW : [ QUICK NIBBLING ]

Action:



DG FINISHES HER SHRIMP PUFF

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Timing:

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Production :

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# ADVENTURE TIME

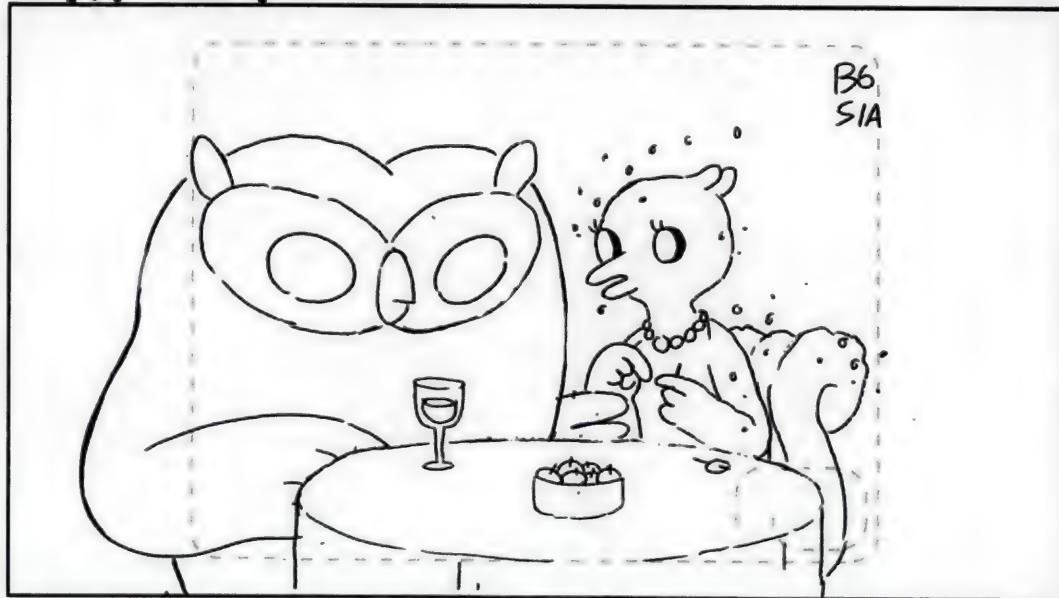


Page 167  
day night

Sc. 111 CONT Pnl. G

Bg.

day night



Sc. 111 CONT Pnl. H

Bg.

day night



Dialog:

BW/ WHAT DO I DO WITH THE TOOTHPICK?

CO: I'LL TAKE IT!

Action:

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Timing:

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# ADVENTURE TIME



Page 168  
day night

Sc. 111 CONT

Pnl. I

Bg.

day night



Sc. 111 CONT

Pnl. J

Bg.

day night



Dialog:

Action:

- CO TAKES TOOTHPICK AS SHE FADES AWAY

Timing:



SEP 12 2014

Production :

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# ADVENTURE TIME



Sc. **111 CONT**

Pnl. **K**

Bg.

day night

Sc. **111 CONT**

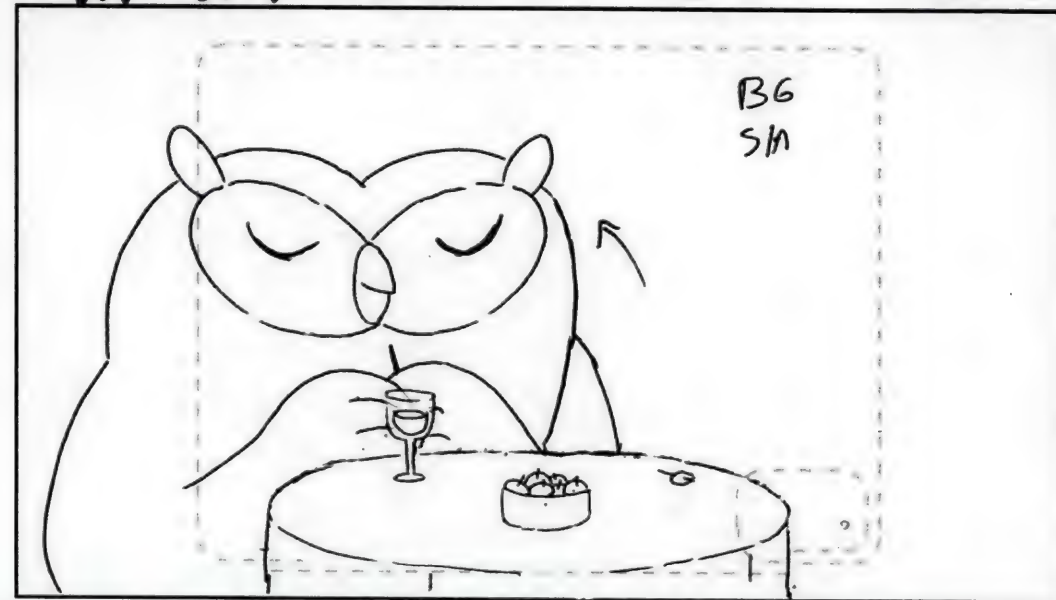
Pnl. **L**

Bg.

Page

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*cut w/ X diss + 2 post*



Dialog:

Action:

- CO CLOSES HIS EYES AND LEANS BACK.

Timing:

SEP 12 2014

EPISODE #

1025-196

Production :

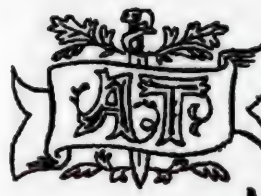
1025/196

1025/196

1025/196

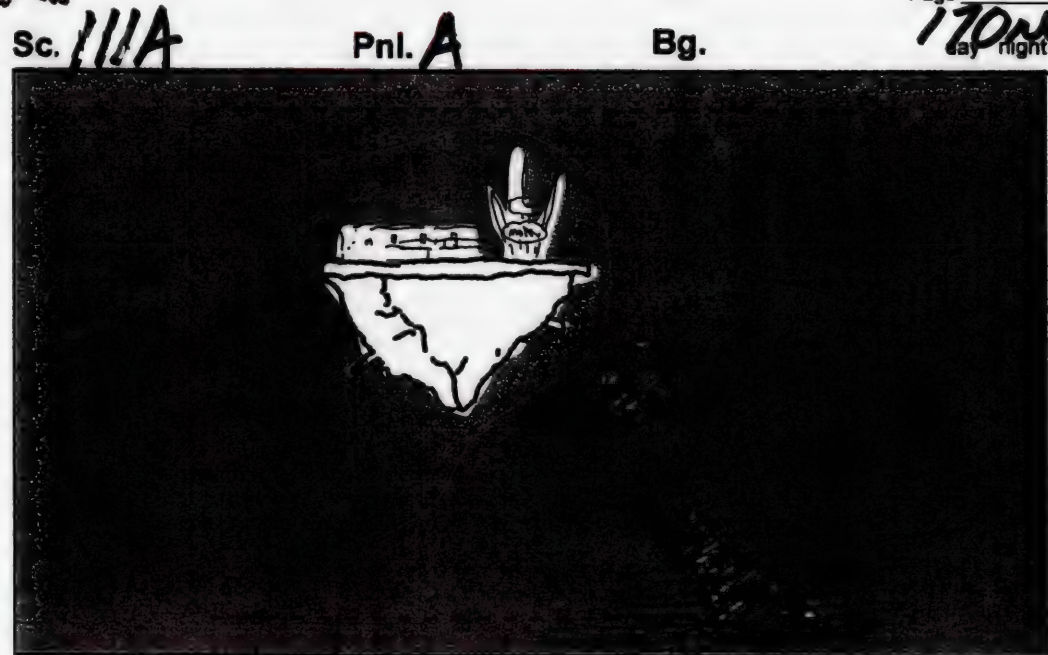
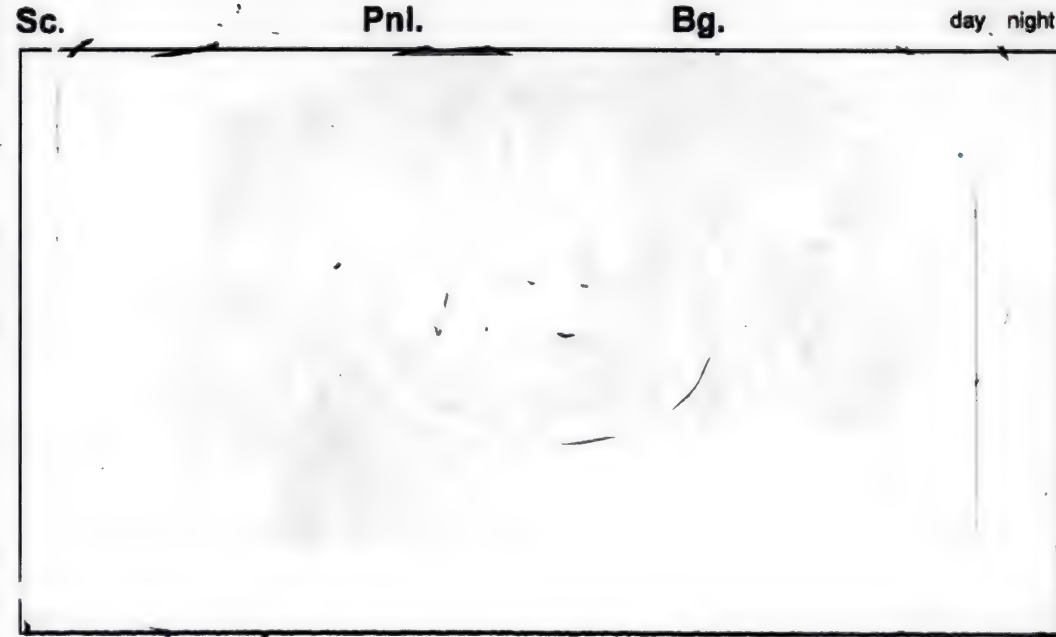


# ADVENTURE TIME



*cut w/ X DISS  
to next*

Page 169A  
*170 NEXT*  
day night



Dialog:	<i>X DISS</i>	<i>(vo)</i> P: ...And so then she was like, I really like you,--
Action:	-EXT. COSMIC OWLS MOTEL.	
Timing:	SEP 12 2014	

EPISODE # 1025-196

Production :

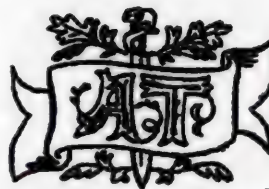
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1025/196

1025/196

1025/196

# ADVENTURE TIME



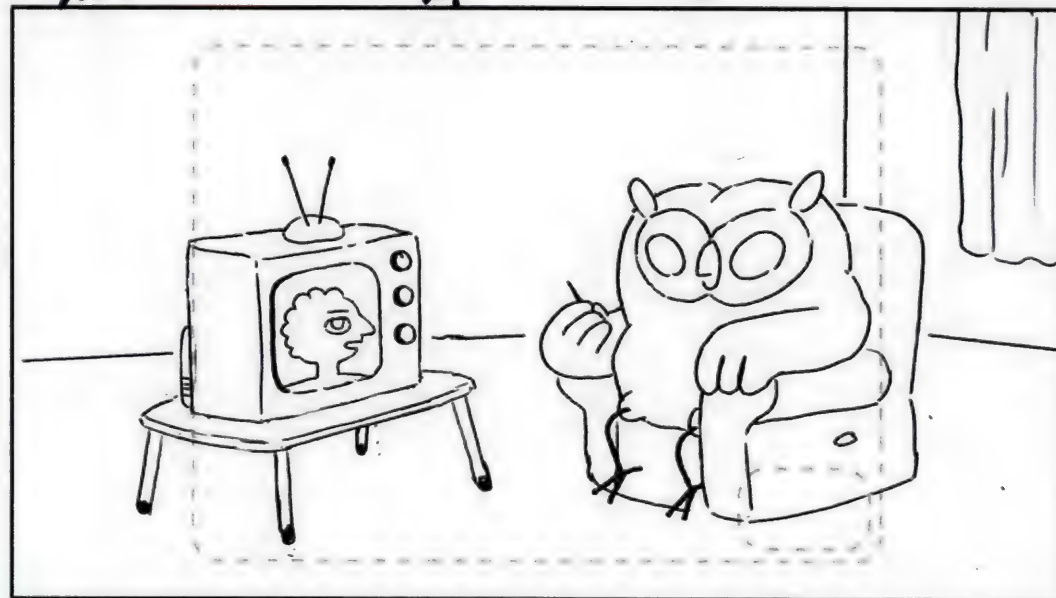
Page 170  
day night

Sc. 112

Pnl. A

Bg.

day night

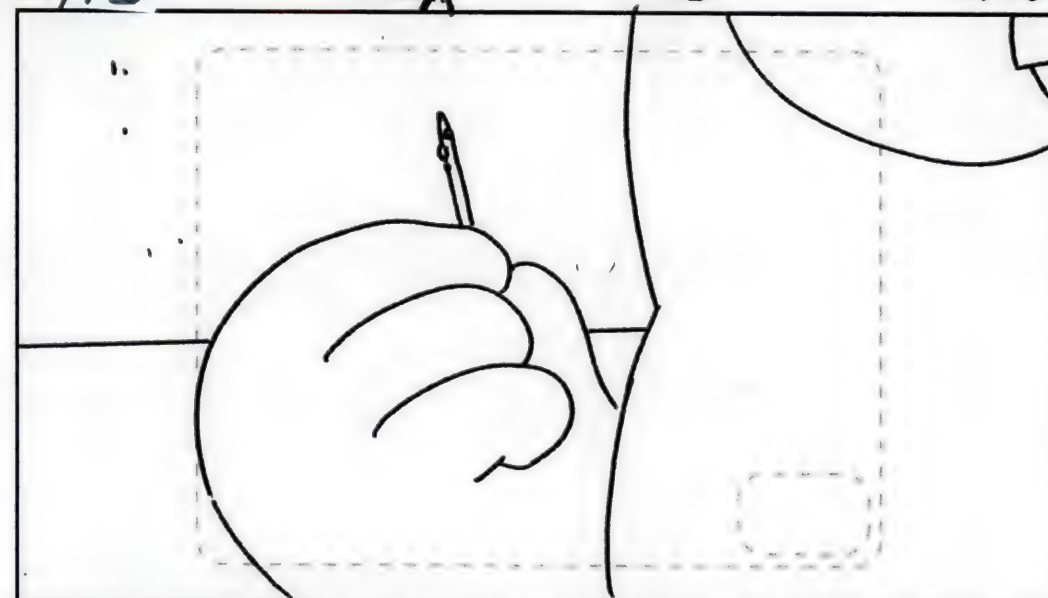


Sc. 113

Pnl. A

Bg.

day night



Dialog:

P: AND I WAS LIKE  
"I REALLY LIKE YOU TOO"

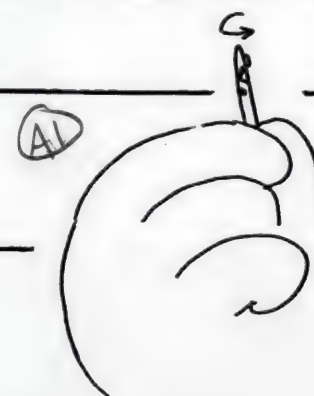
P: AND SHE WAS LIKE, "I DON'T WANNA HOLD HANDS UNTIL I'M IN LOVE..."

Action:



- C.O. LOOKS DOWN  
AT TOOTHPICK.

- CO ROTATES TOOTHPICK SLOWLY



Timing:

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

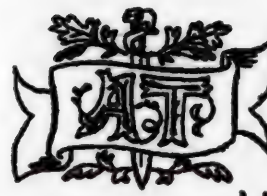
1025/196

1025/196

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# ADVENTURE TIME



Page 171  
day night

Sc. 114

Pnl. A

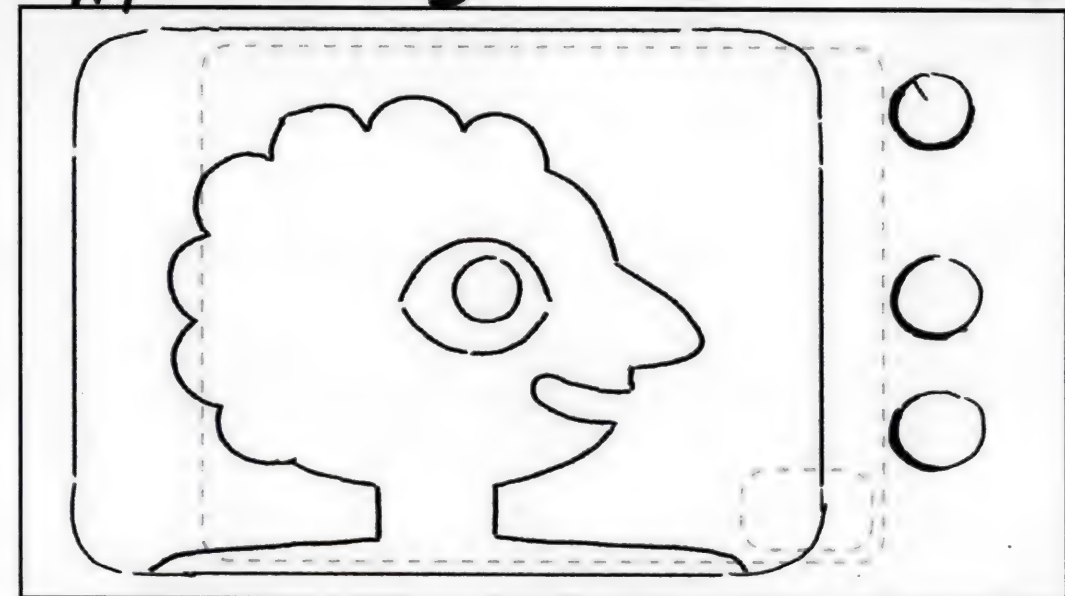
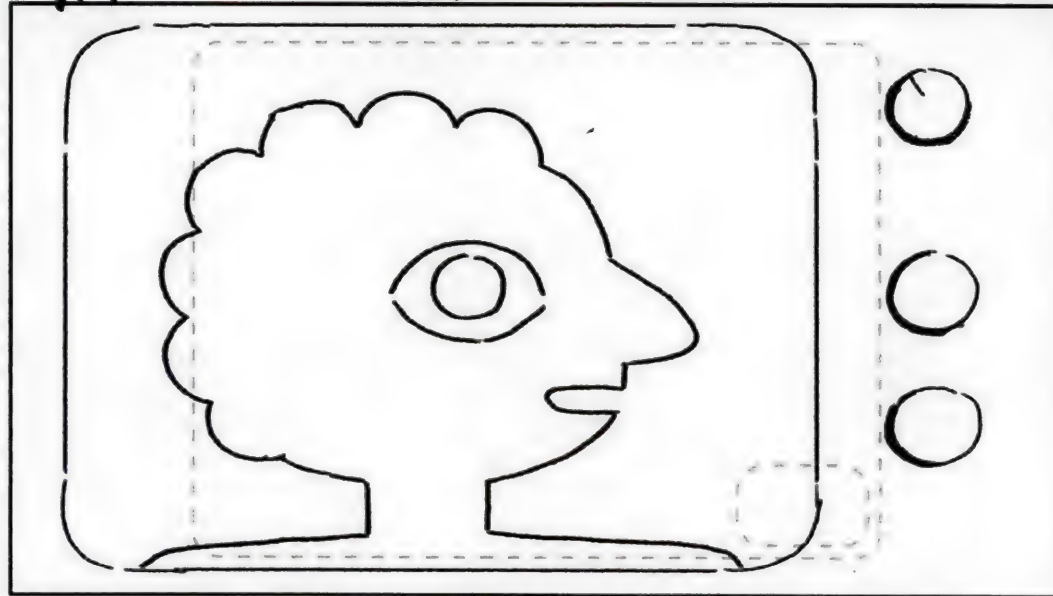
Bg.

day night

Sc. 114 cont Pnl. B

Bg.

day night



## Dialog:

P/ AND I WAS LIKE, "THAT SOUNDS GREAT, I'M ALL ABOUT GOIN' SLOW,"  
AND SHE SAID "WHAAAT? YOU DON'T WANNA HOLD MY HAND?!"

P/ Huh?...

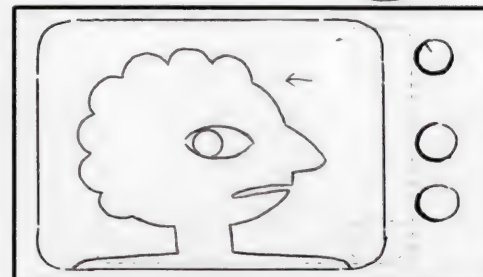
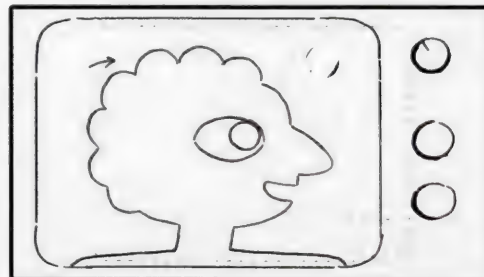
## Action:

- P ON TV SCREEN

(A1)

(A2)

## Timing:



SEP 12 2014

Production :

EPISODE #

1025-196

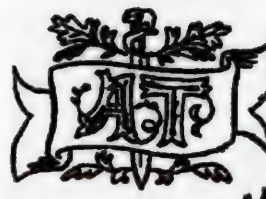
1025/196

1025/196

*Cut*

1025/196

# ADVENTURE TIME



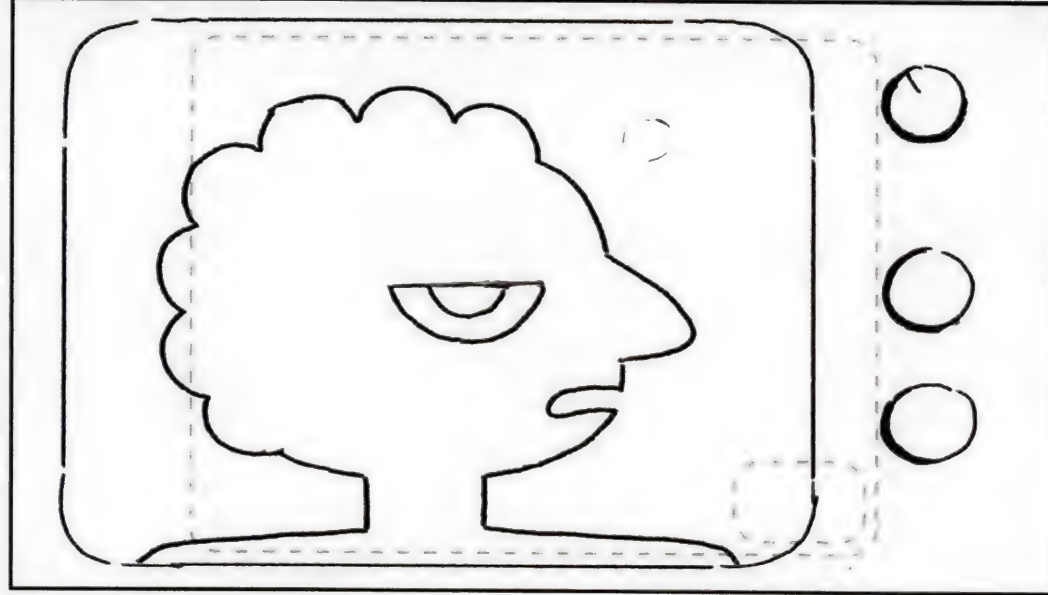
HO  
CUT

Page 172

Sc. 114 cont Pnl. C

Bg.

day night

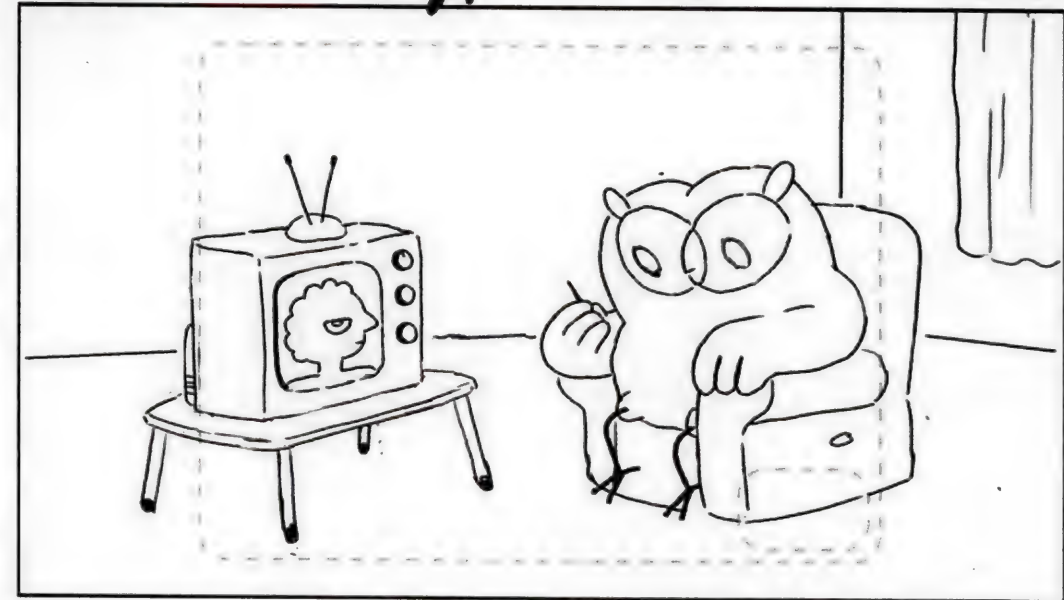


Sc. 115

Pnl. A

Bg.

day night



Dialog:

P/ OK, WHAT IS GOING ON WITH THAT TOOTHPICK?

Action:



- AFTER A BEAT  
PRISMO NARROWS  
HIS EYES.

Timing:

SEP 12 2011

EPISODE #

Production :

1025-196

1025/196

1025/196

1025/196



# ADVENTURE TIME

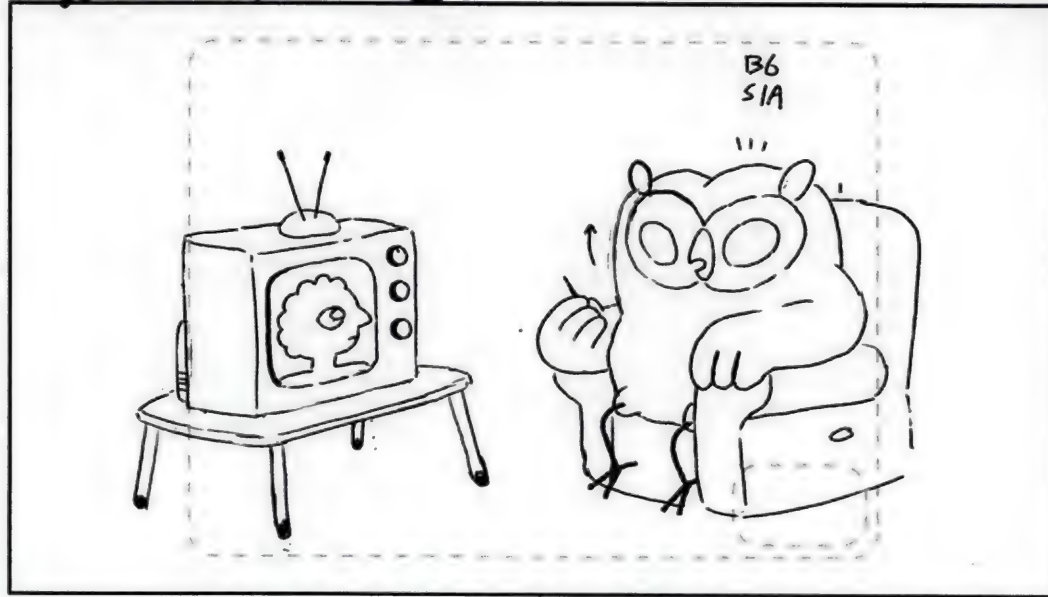


Page **173**  
day night

Sc. **1/5 CONT** Pnl. **D**

Bg.

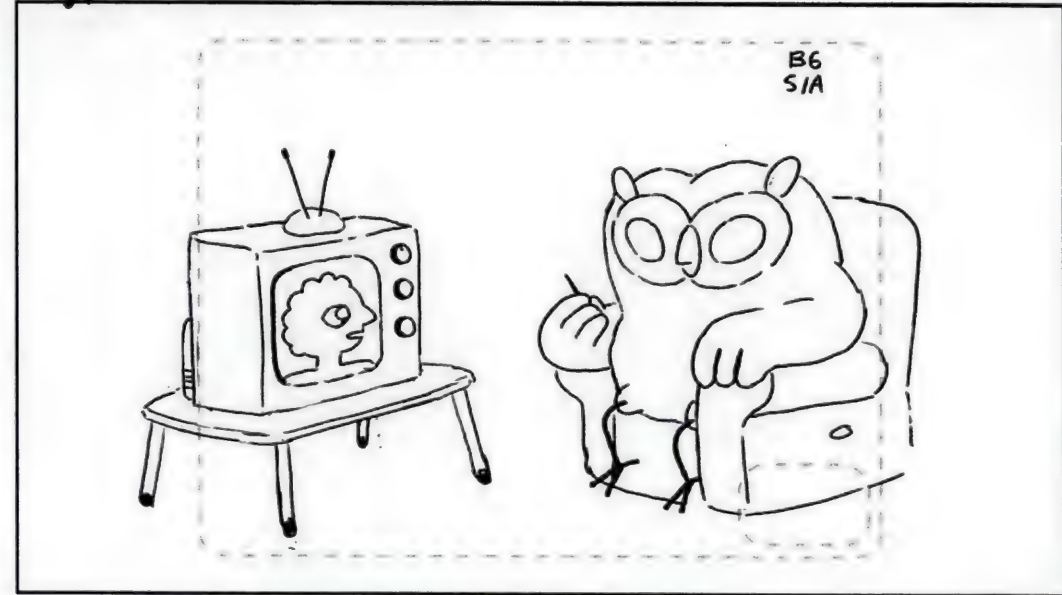
day night



Sc. **1/5 CONT** Pnl. **E**

Bg.

day night



Dialog:

CO: HUH?

P/ I CAN GET YOU A NEW TOOTHPICK ...

Action:

- CO LOOKS UP  
WITH A START.

SEP 12 2014

Timing:

EPISODE #

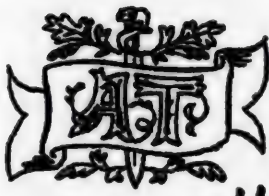
Production :

1025-196

1025/196

1025/196

# ADVENTURE TIME

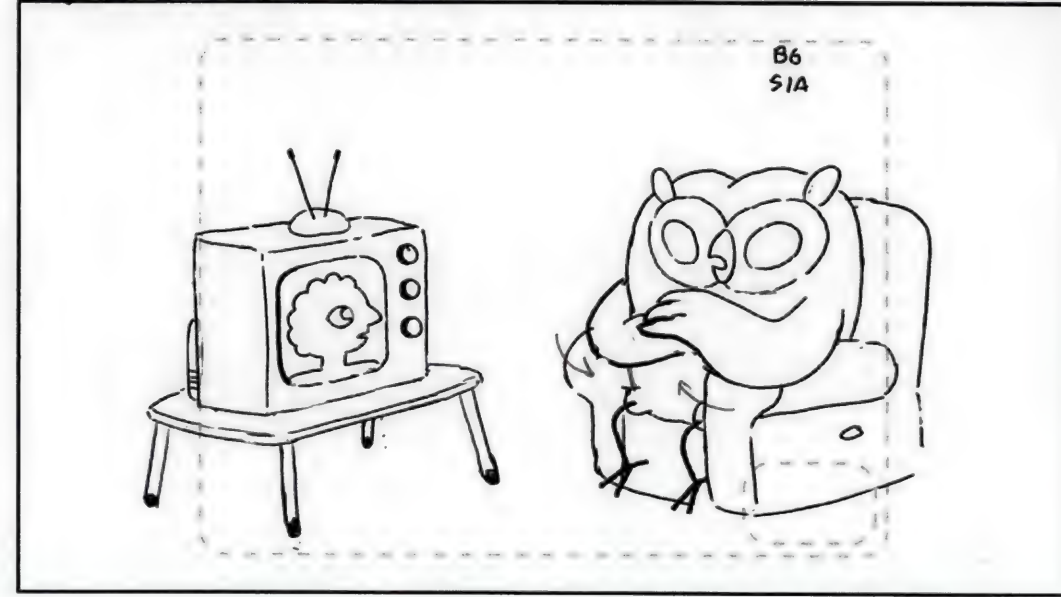


Page **174**  
day night

Sc. **115 CONT** Pnl. **D**

Bg.

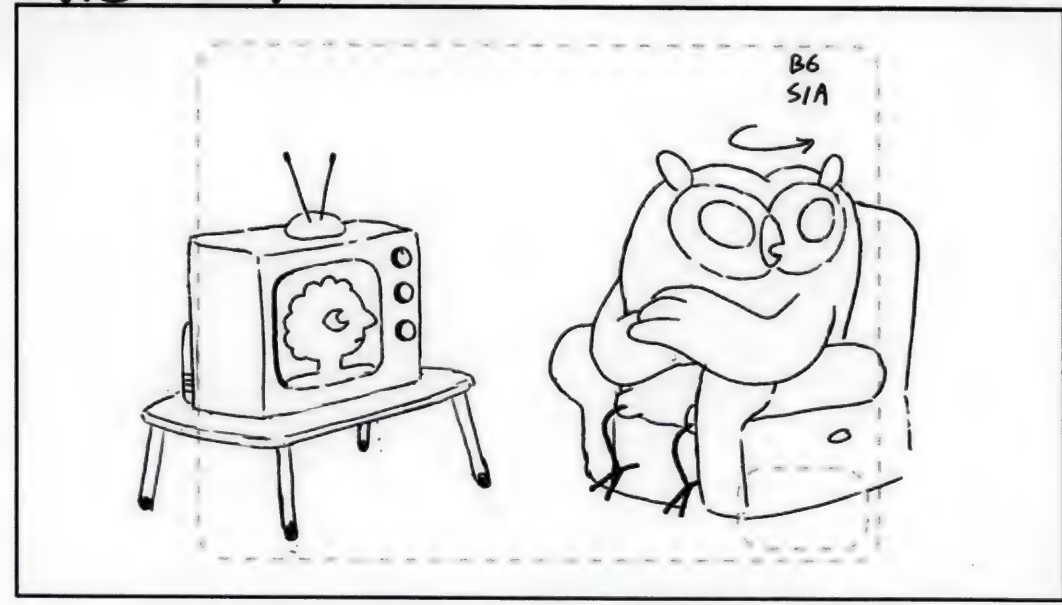
day night



Sc. **115 CONT** Pnl. **E**

Bg.

day night



Dialog:

CO/ NO! I DON'T WANT A NEW ONE!

SFX/ (O/S) BEEP BEEP

Action:

- CO SHIELDS TOOTH PICK.

SEP 12 2014

Timing:

*Cut*

1025-196

EPISODE #

1025/196

Production :

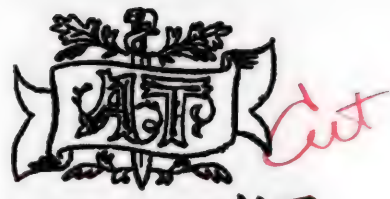
1025/196

1025/196

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# ADVENTURE TIME



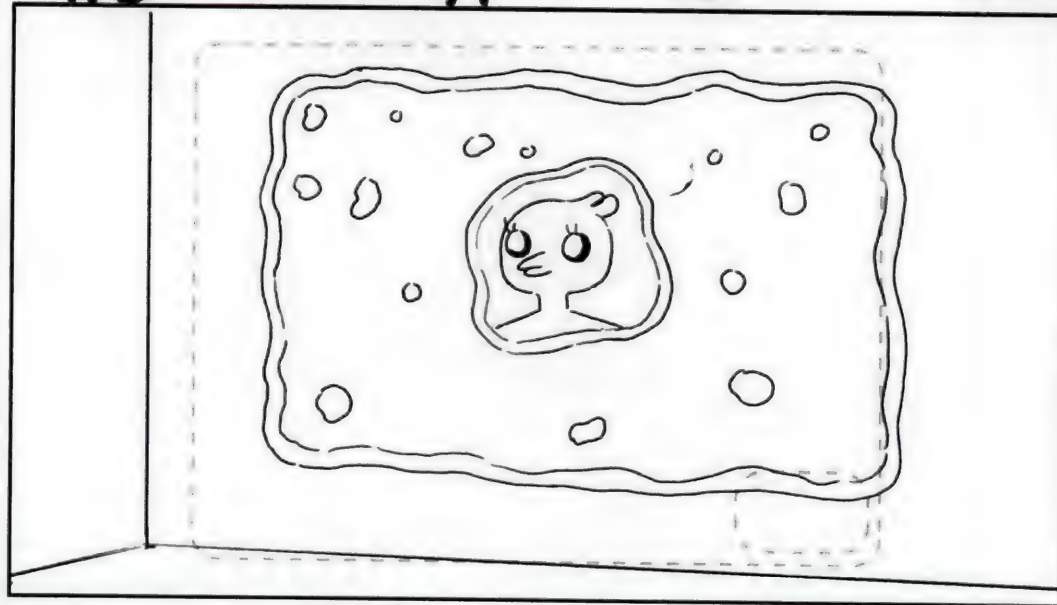
Page 175  
day night

Sc. 116

Pnl. A

Bg.

day night

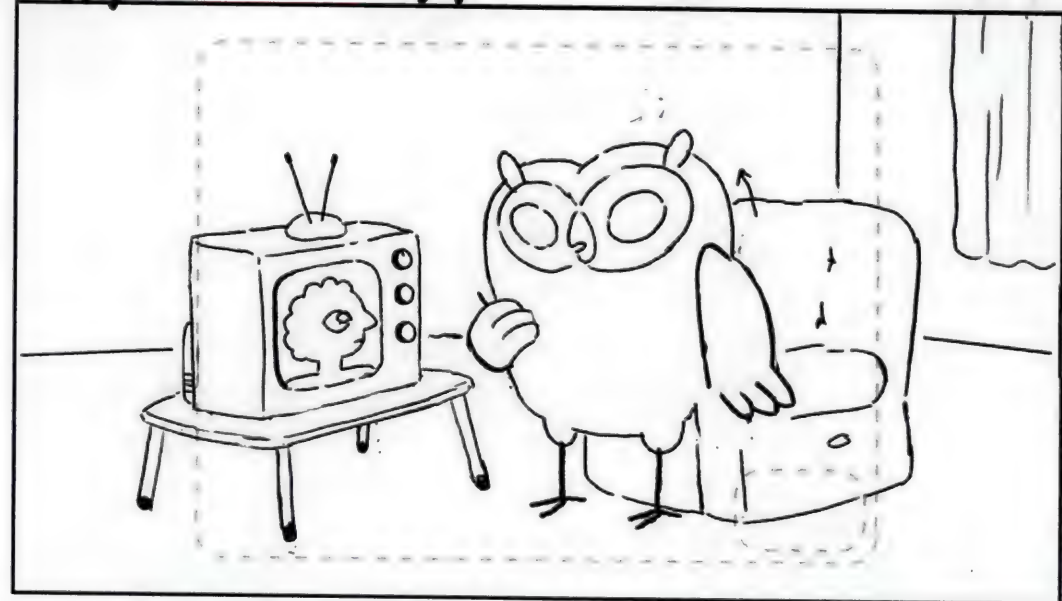


Sc. 117

Pnl. A

Bg.

day night



Dialog:

Sfx / BEEP BEEP BEEP BEEP —

CO / I GOTTA GO!

Action:

- DREAM OF BIRD WOMAN FLASHES.

(A)



- CO JUMPS UP FROM CHAIR.

Timing:



SEP 1 2 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

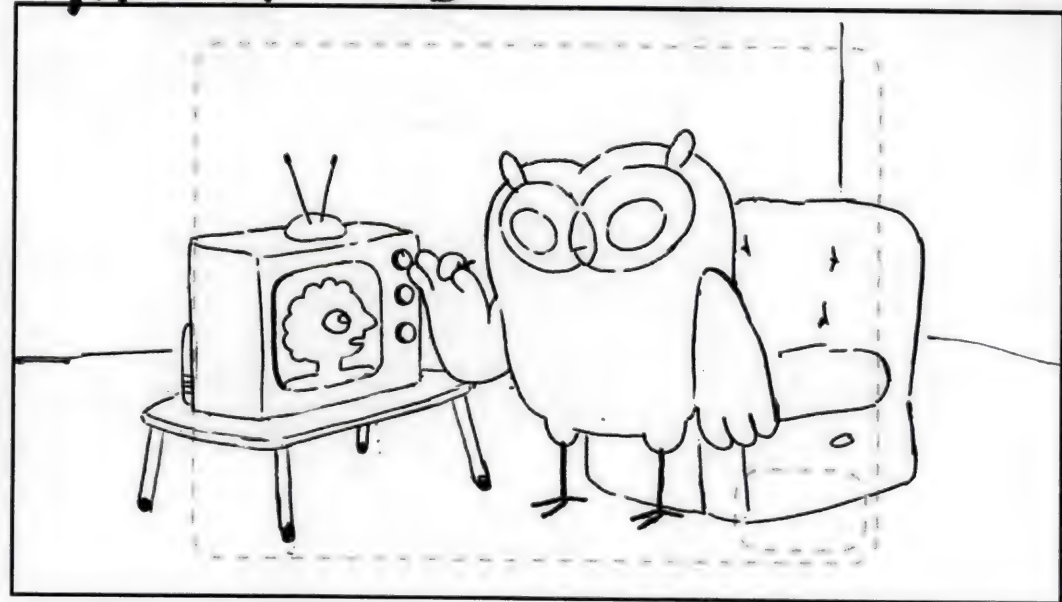
# ADVENTURE TIME



Sc. **117 CONT** Pnl. **B**

Bg.

day night

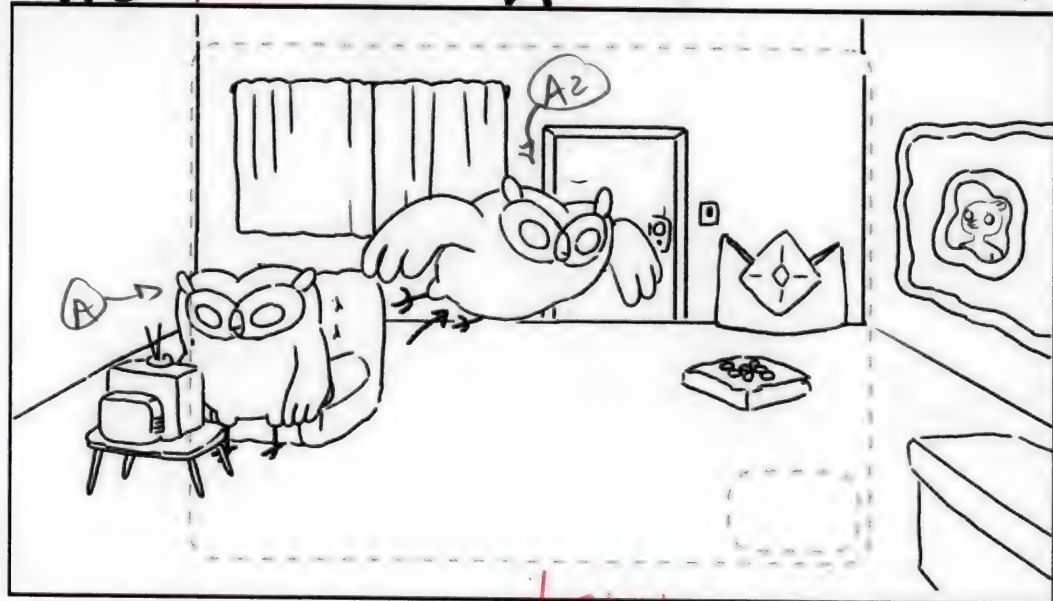


Sc. **118**

Pnl. **A**

Bg.

day night



Dialog:

P: No wait, there's one -

SFX / (CONT'D) BEEP BEEP BEEP BEEP

SFX / CLICK

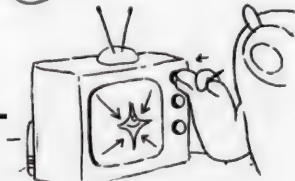
Action:

- CO FLIES RIGHT

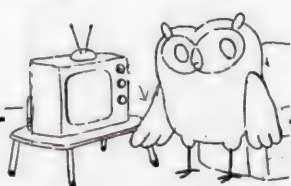
CO TURNS OFF TV

Timing:

(B1)



(B2)



(A1)



SEP 1 2 2014

Production :

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1025/196

1025/196



# ADVENTURE TIME



Sc. 118 cont

Pnl.

B

Bg.

day night

Sc.

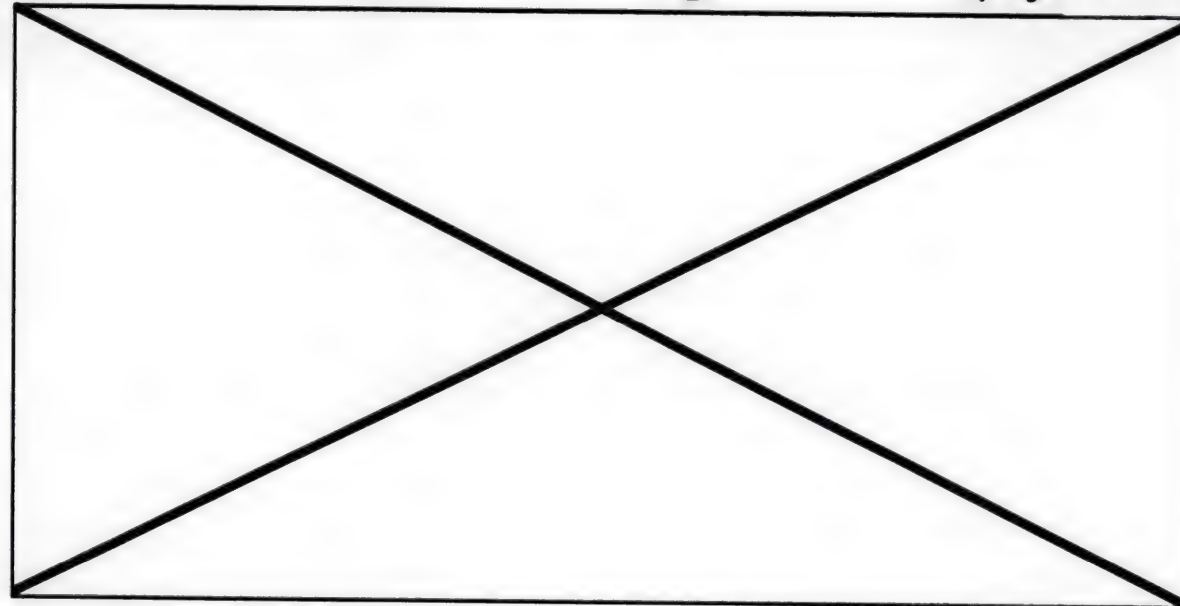
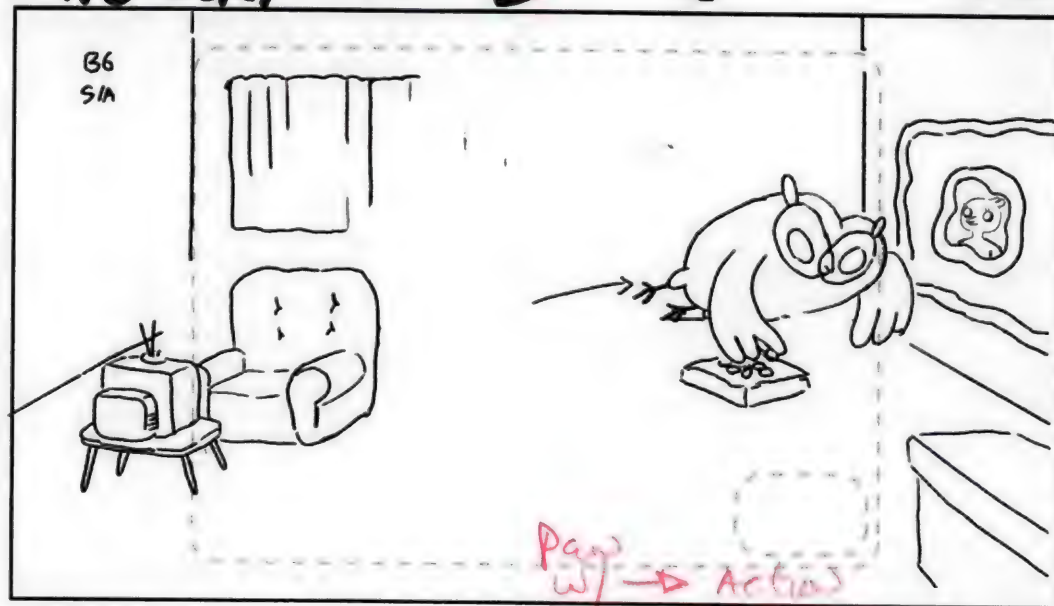
Pnl.

Bg.

Page

day night

177  
177A NEW



Dialog:

SFX / (CONT'D) BEEP BEEP BEEP BEEP

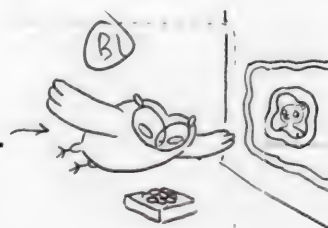
Action:

- CO GRABS TOKEN AS HE FLIES BY

- CO INSERTS COIN INTO DREAM.  
- ADJ. W/ ACTION.

SEP 12 2014

Timing:



Production :

10 25 / 19 6

1025-196

1025/196



# ADVENTURE TIME

Sc. 118 *CONT* Pnl.

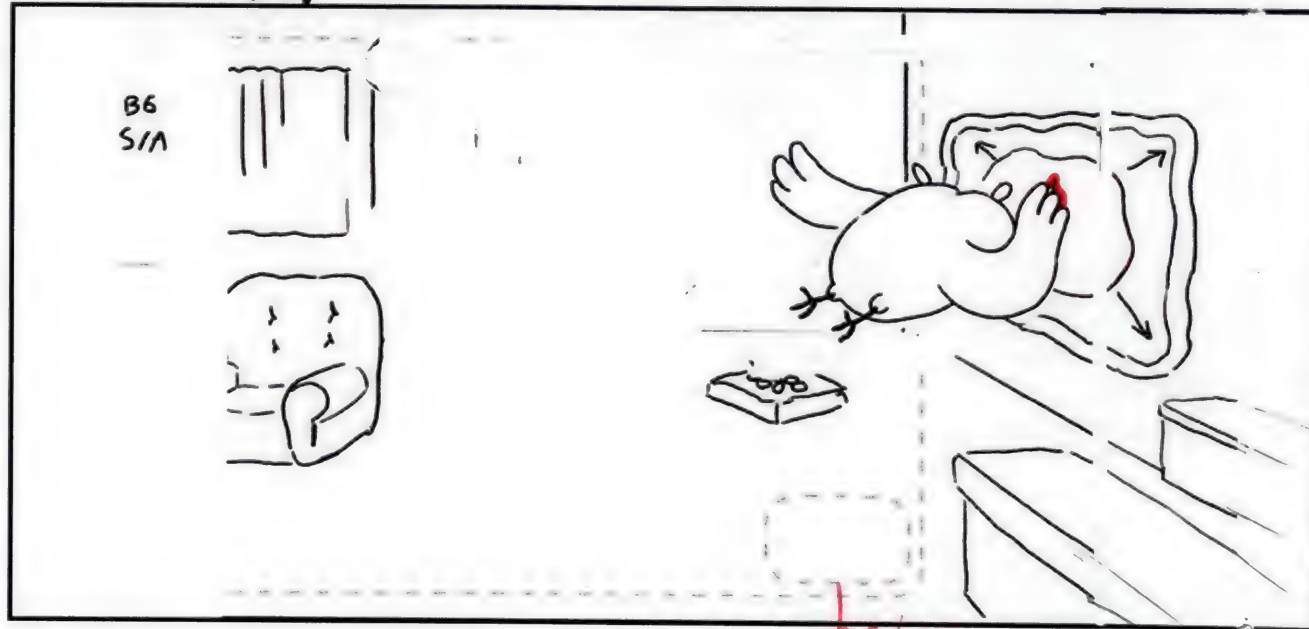
Bg.

*C*

day night

Page 177A

*178 NEXT*



Dialog:

SFX / (CONT'D) BEEP BEEP BEEP BEEP

Action:

- CO INSERTS COIN INTO DREAM.  
- ADJ. W/ ACTION.

SEP 12 2014

Timing:



EPISODE #

Production:

1025/196

1025/196



# ADVENTURE TIME



Cut

Page 178

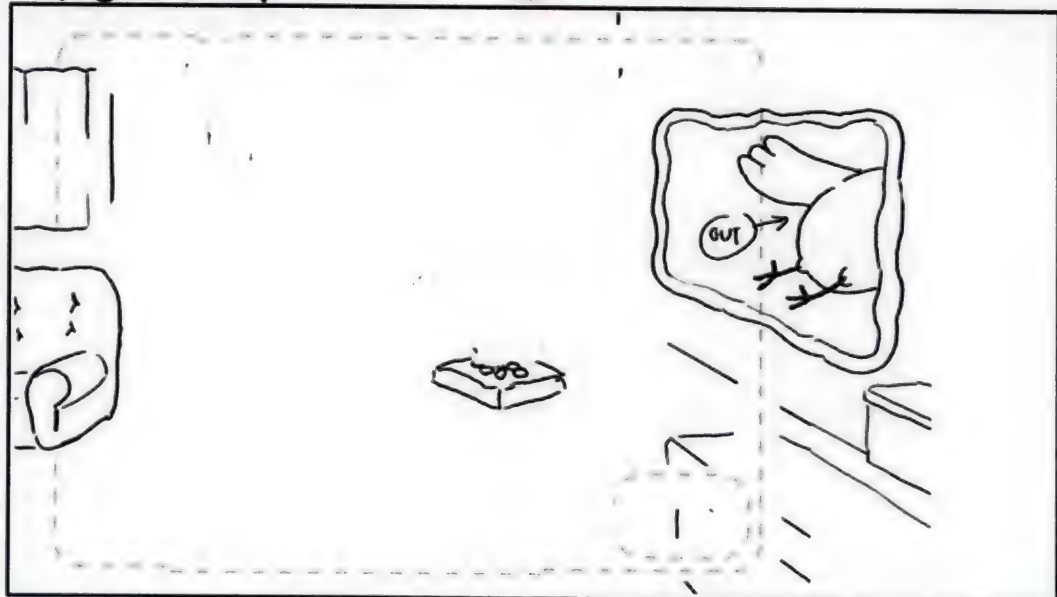
Sc. 118 CONT

Pnl.

D

Bg.

day night

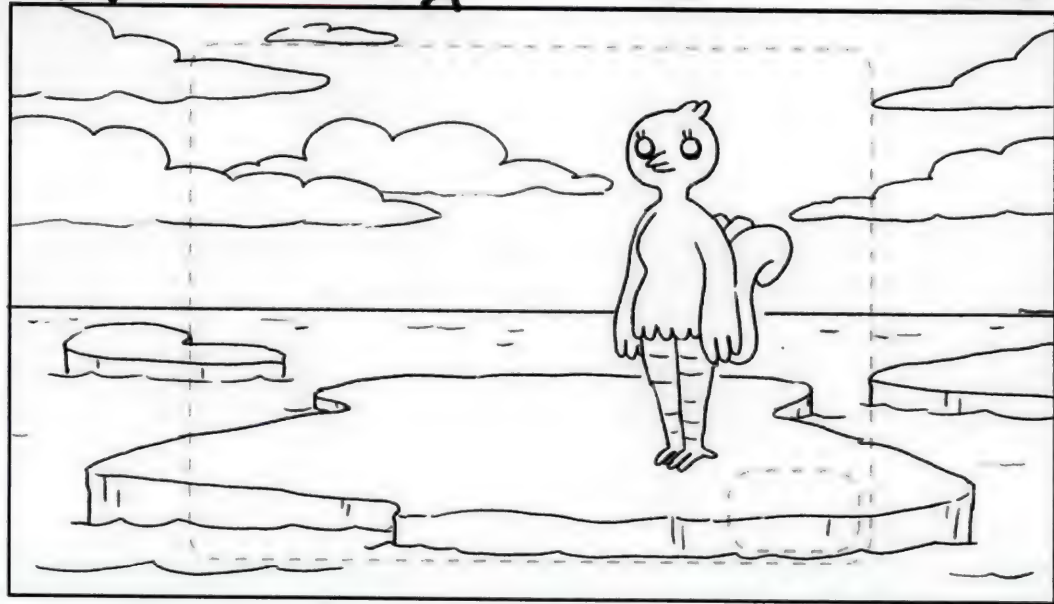


Sc. 119

Pnl. A

Bg.

day night



Dialog:

Action:

- DREAM FLASHES RED.
- CO FLIES INTO DREAM.

- BIRD WOMAN STANDING ON ICE FLOE.

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

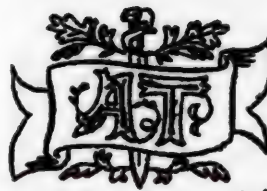
1025/196

1025/196

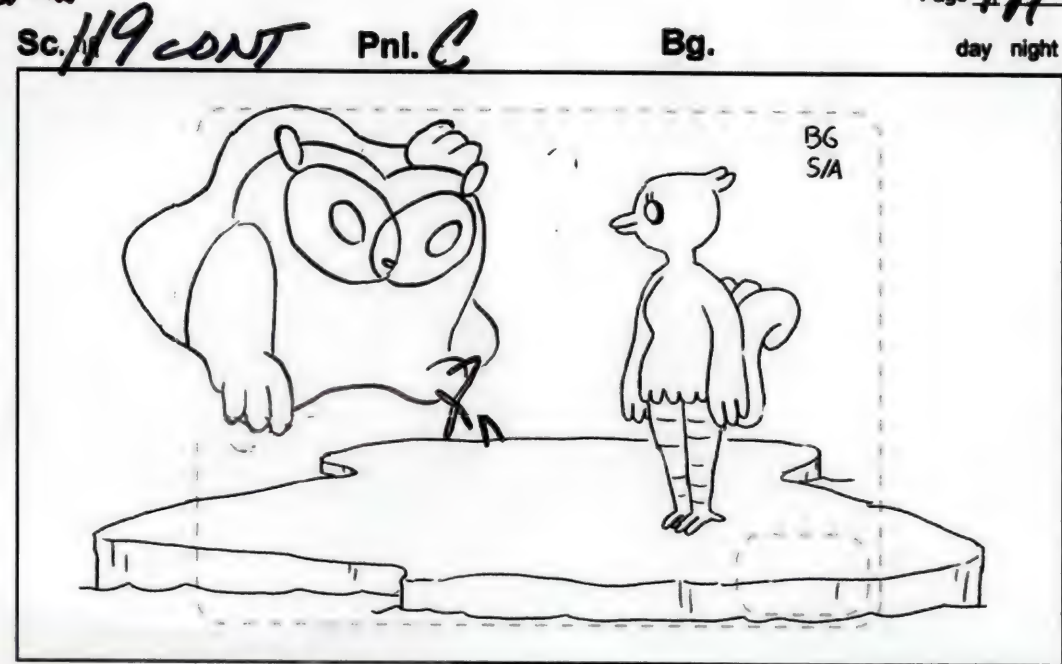
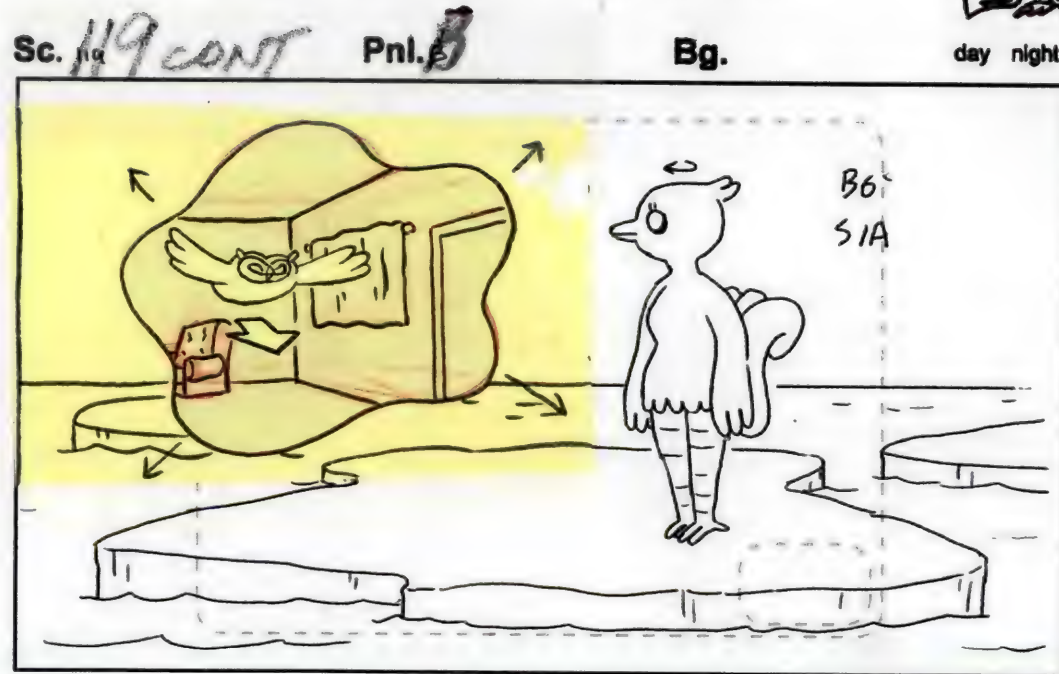
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# ADVENTURE TIME



Page **179**  
day night



Dialog:

Action:

Timing:

(BU)



CO / HI

PORTAL EXPANDS, CO STEPS INTO BIRD WOMAN'S DREAM  
SEP 12 2014

(B1)



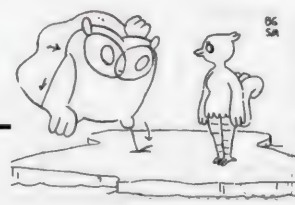
(B2)



(B3)



(C1)



EPISODE #

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1025/196

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# ADVENTURE TIME



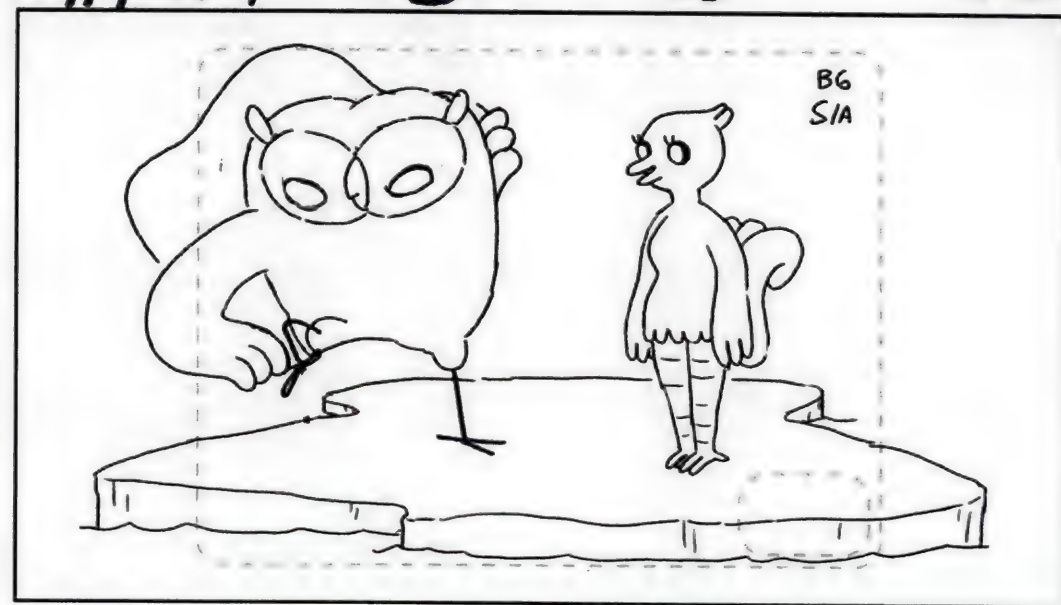
Page 180

Sc. 119 CONT

Pnl. D

Bg.

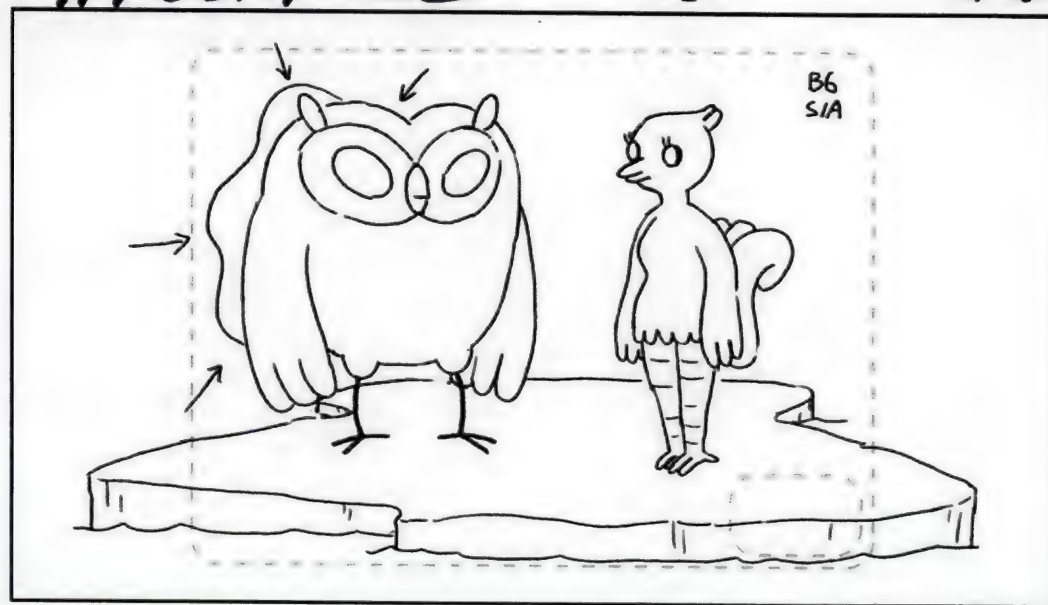
day night



Sc. 119 CONT Pnl. E

Bg.

day night



<p><b>Dialog:</b></p> <p><u>BW</u>: HI!</p> <p>(BEAT)</p>	
<p><b>Action:</b></p> <p>— PORTAL CLOSES BEHIND CO SEP 12 2014</p>	
<p><b>Timing:</b></p> <p>(DV)</p>	

EPISODE #

Production :

1025-196

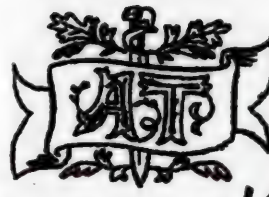
1025/196

1025/196

1025/196

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# ADVENTURE TIME

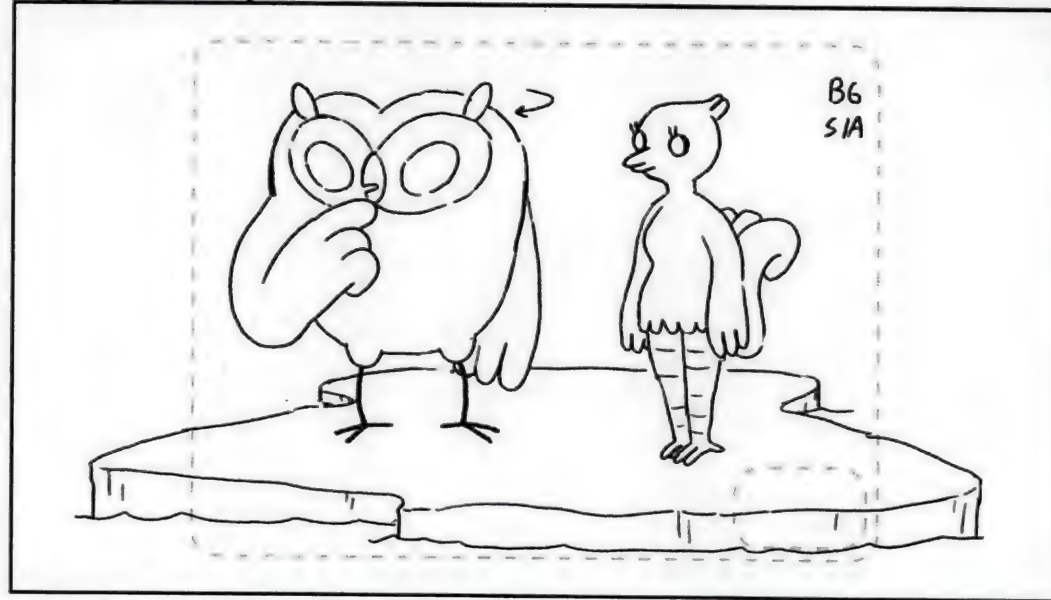


Sc. **119 CONT**

Pnl. **F**

Bg.

day night



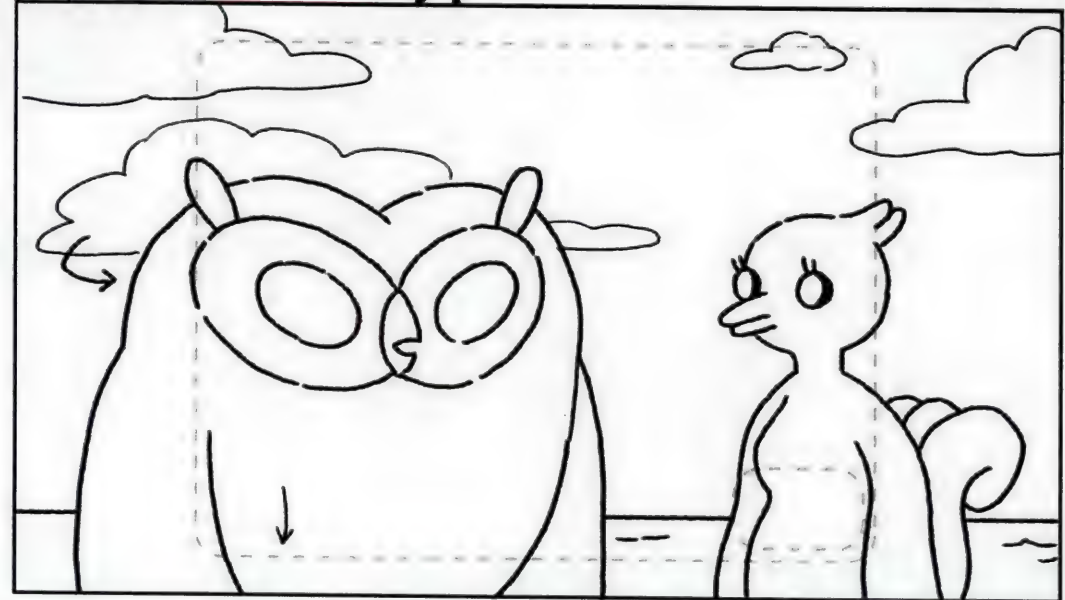
Sc. **120**

Pnl. **A**

Bg.

Page

**181**  
**181A NEXT**  
day night



Dialog:

CO/ UM...

CO/ ARE THERE ANY APPETIZERS?

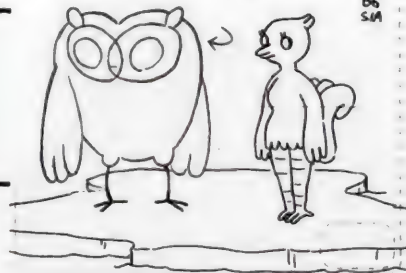
Action:

(FI)

(AL)

SEP 12 2014

Timing:



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EPISODE #

1025/196

Production :

1025/196



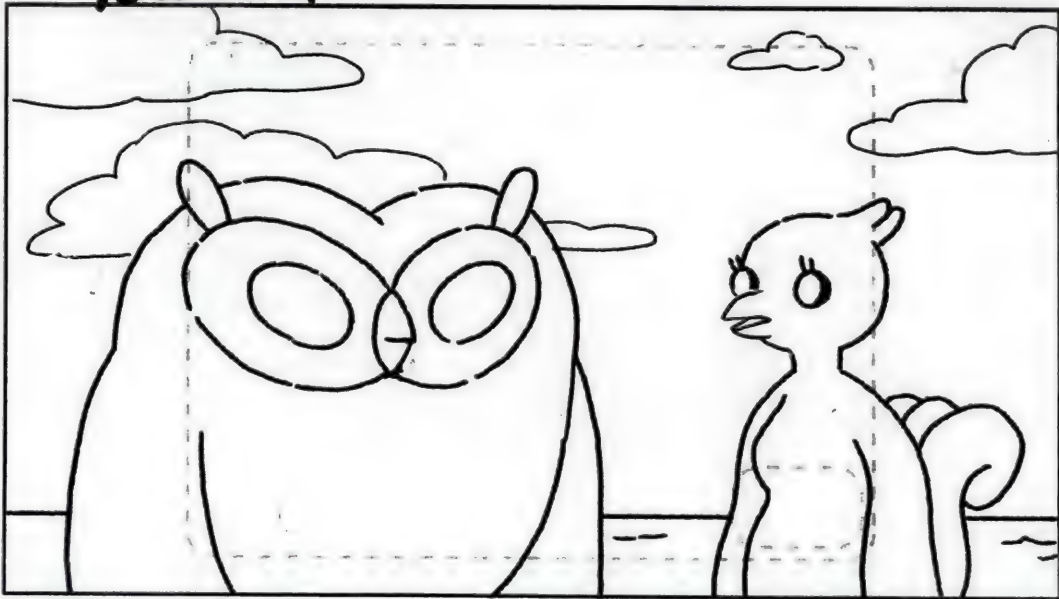
ADVENTURE TIME



Sc. **120 CONT** Pnl. B

Bg.

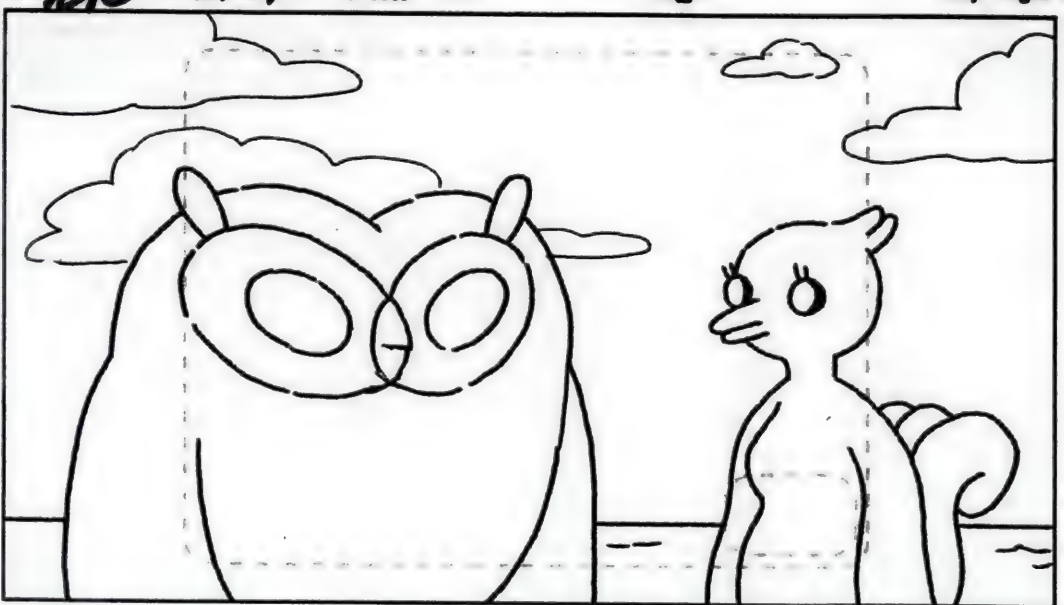
day night



Sc. **120 CONT** Pnl. C

Bg.

Page **181A**  
**182 NEXT**  
day night



Dialog:

BW: NO. I THINK IT'S  
JUST ICE IN THIS DREAM...

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

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1025/196

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NO SC/21

# ADVENTURE TIME



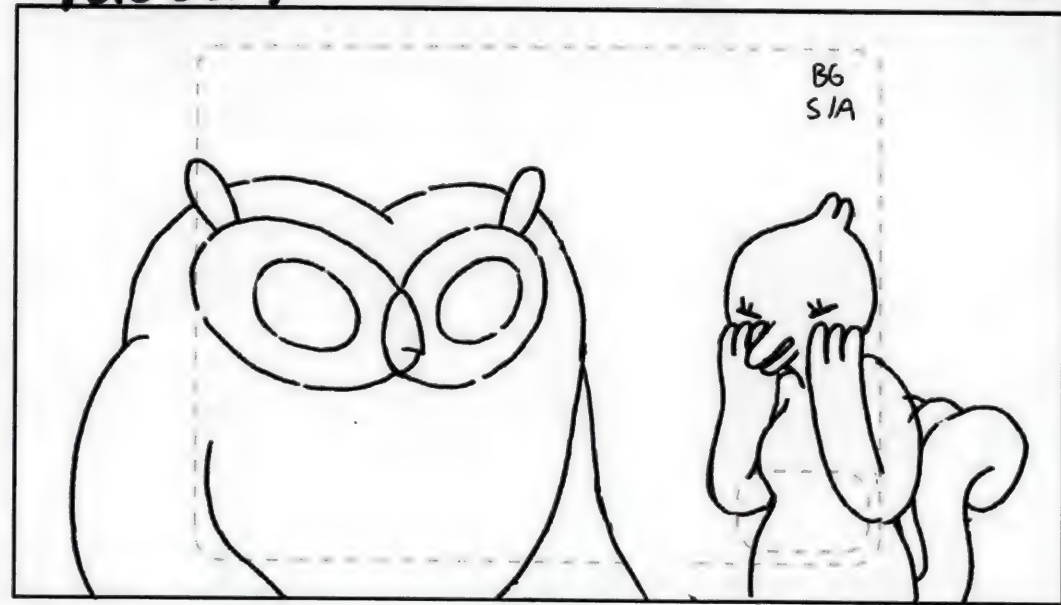
Page 182  
NO PGS 183-185  
day night

Sc. 120 CONT

Pnl. D

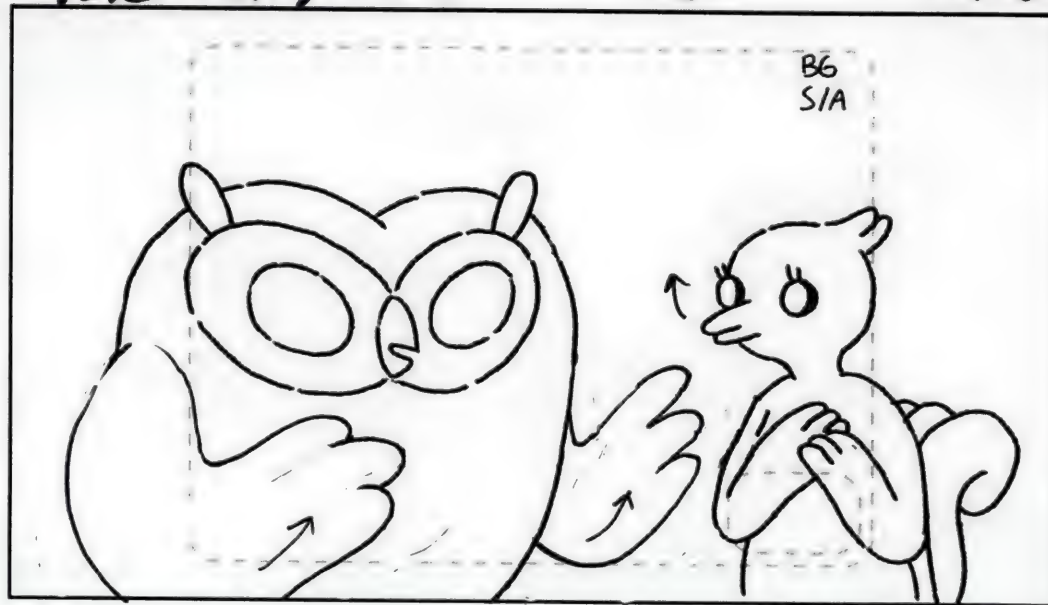
Bg.

day night



Sc. 120 CONT Pnl. E

Bg.



<b>Dialog:</b>  <u>BW</u> / AHH, I WSH I COULD DREAM ANOTHER PLACE!  <u>CO</u> / I HAVE AN IDEA.	
<b>Action:</b>  <div>SEP 12 2014</div>	
<b>Timing:</b>	

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Production :

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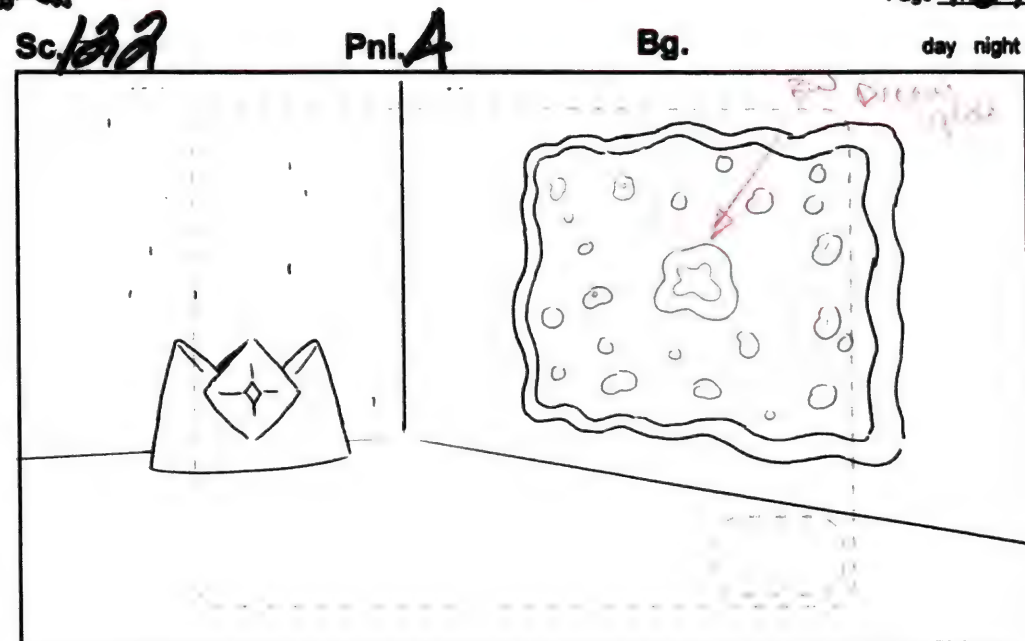
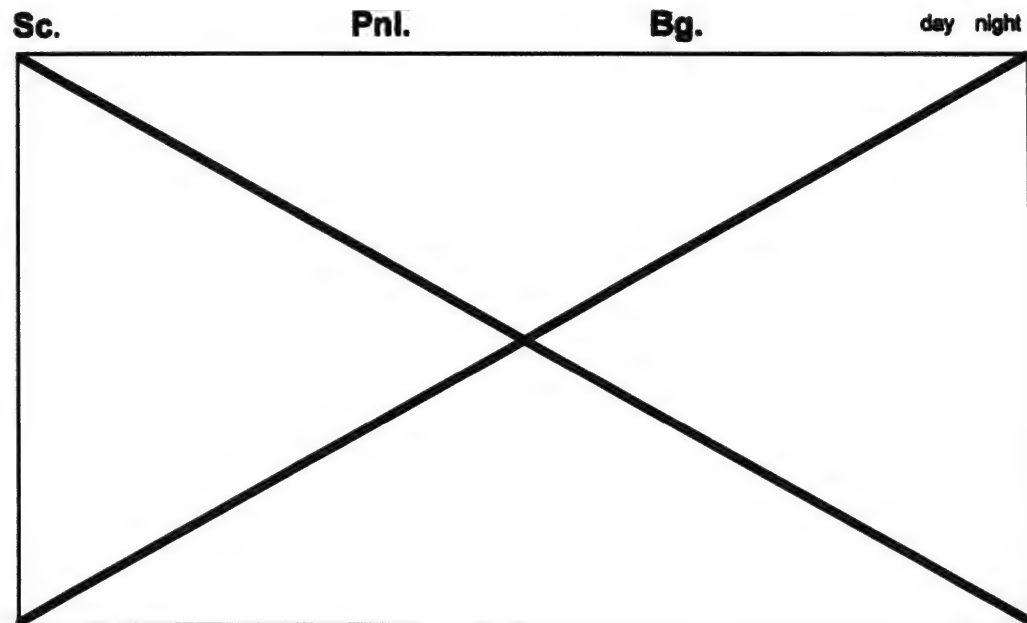
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# ADVENTURE TIME



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Dialog:

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

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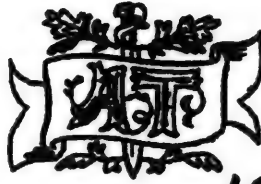
961/5201

1025/196

1025/196

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# ADVENTURE TIME

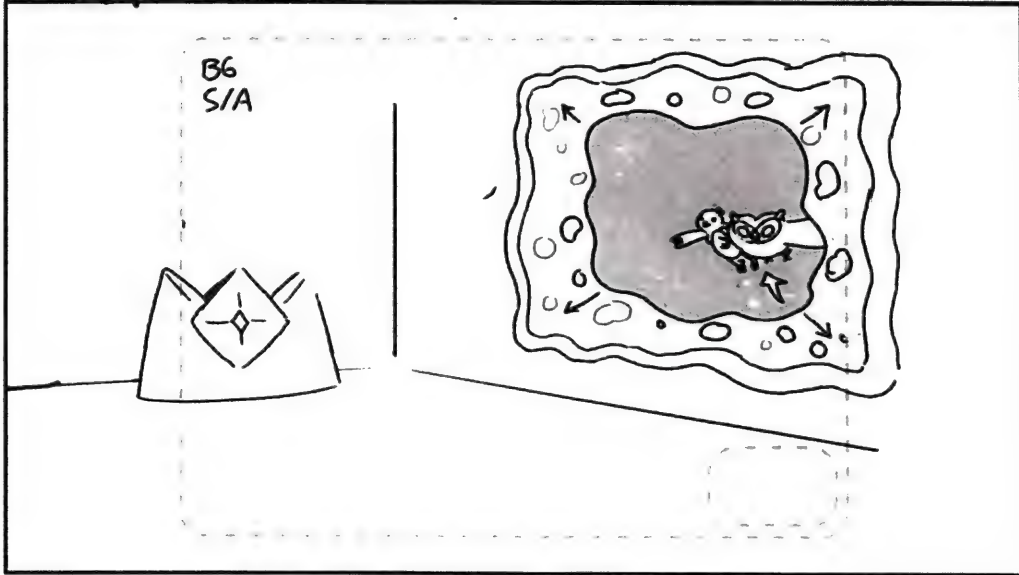


REVISED  
10/28/14

Sc 122 CONT Pnl. B

Bg.

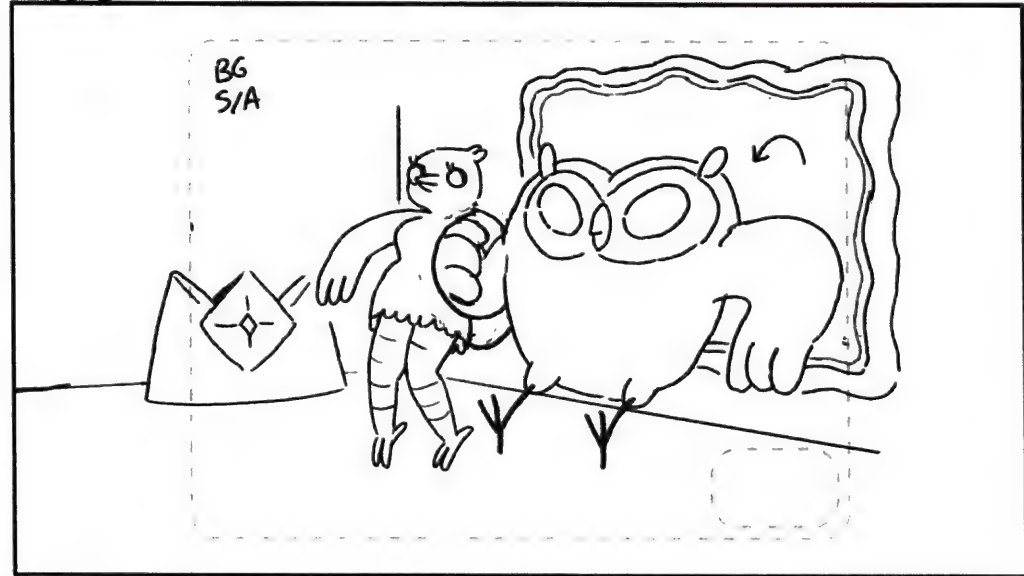
day night



Sc 122 CONT Pnl. C

Bg.

day night



Dialog:

Action:

Timing:



- CO + BW FLY INTO ROOM

SEP 1 2 2014

Production :

EPISODE #

1025-196

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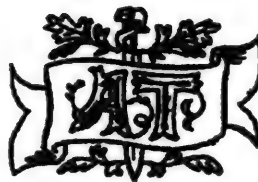
1025/196



1025/196

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# ADVENTURE TIME



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10/28/14

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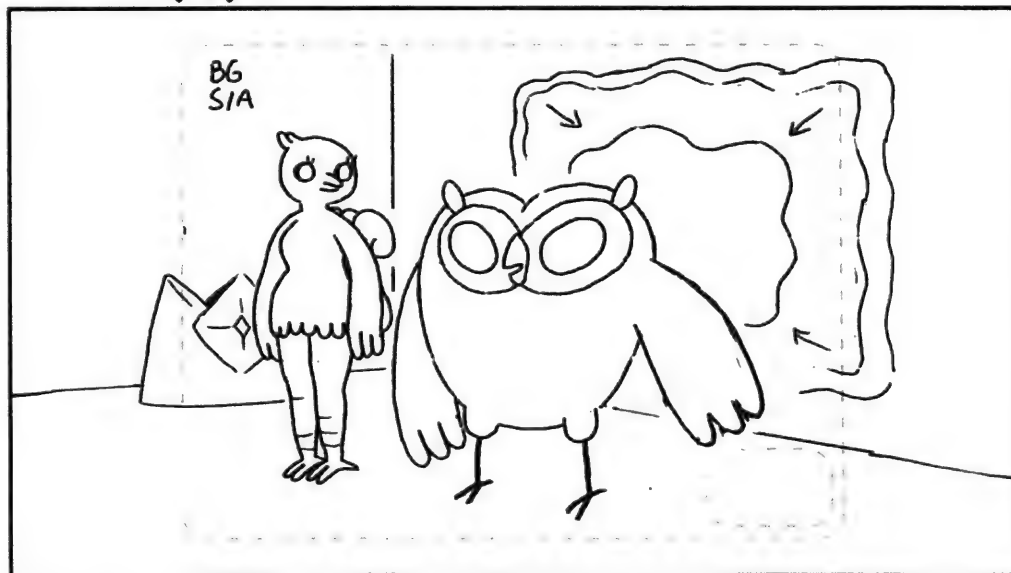
*cut*

Sc. 122 *CONT*

Pnl. D

Bg.

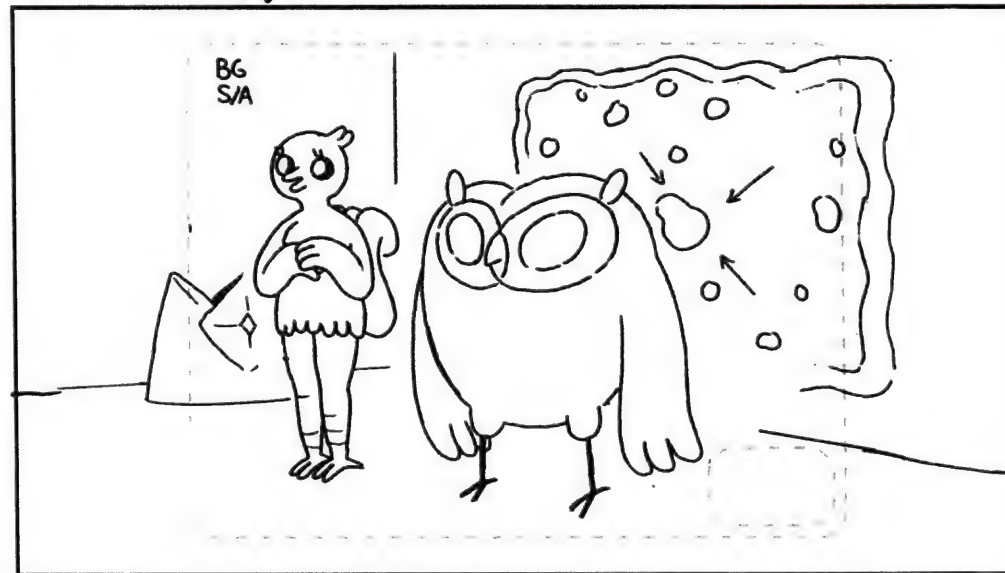
day night



Sc. 122 *CONT* Pnl. E

Bg.

day night



Dialog:

co/ MY APARTMENT!

BW/ OH.

Action:

- BW LOOKS AROUND.  
- PORTAL CLOSES IN BG



Timing:

SEP 12 2014

EPISODE #

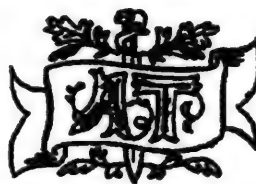
Production :

1025-196

1025/196

1025/196

# ADVENTURE TIME



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10/28/14

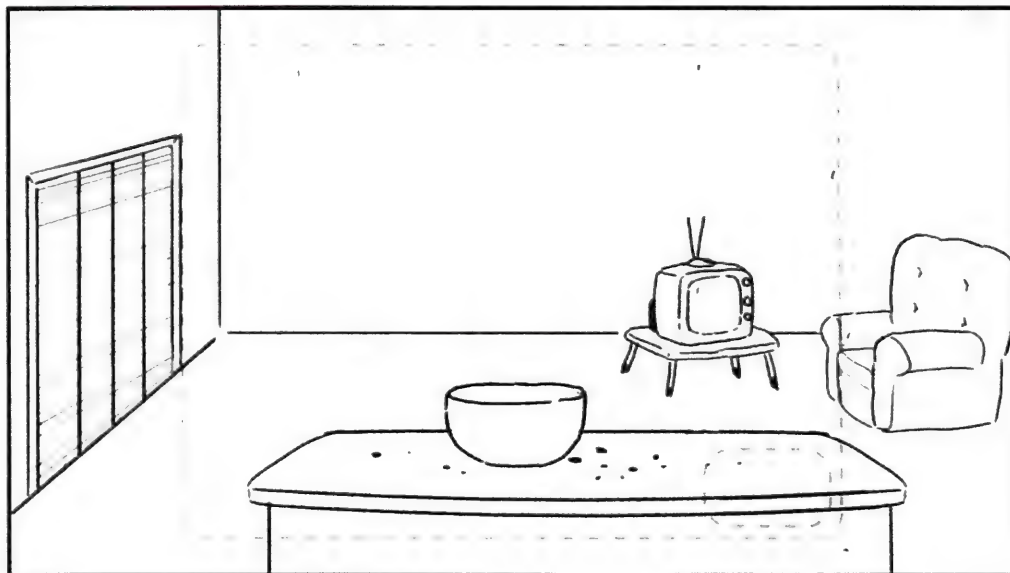
Page 189

Sc. 123

Pnl. A

Bg.

day night



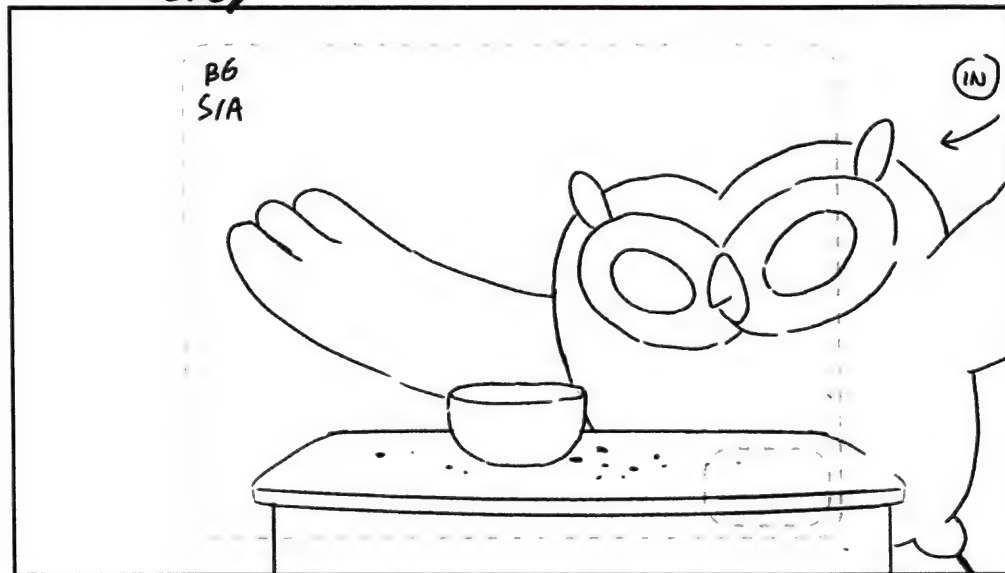
Sc. 123

cont

Pnl. B

Bg.

day night



Dialog:

CO: It's a bit of a mess, ha ha

Action:

— CO FLIES OVER TO COUNTER

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

1025/196

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# ADVENTURE TIME



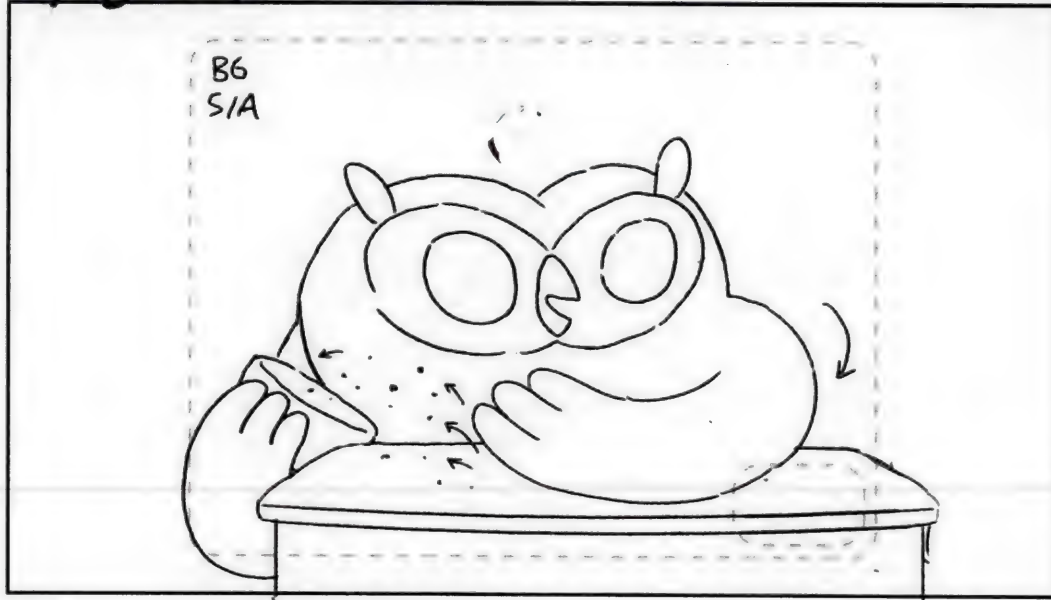
Page 190

Sc. 183-CONT

Pnl. C

Bg.

day night

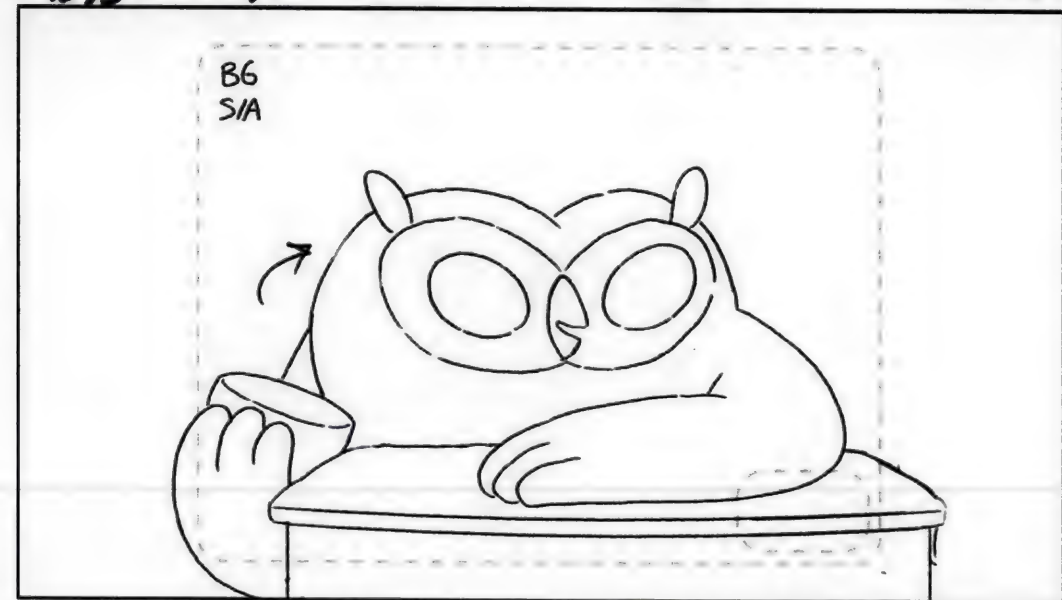


Sc. 183-CONT

Pnl. D

Bg.

day night



Dialog:

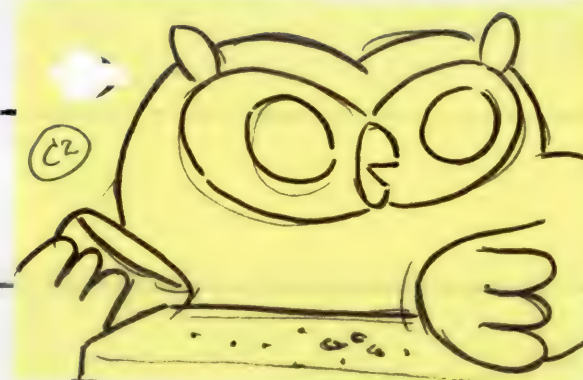
CO / I'M NOT USED TO HAVING COMPANY

Action:

- CO WIPES CRUMBS OFF COUNTER (INTO BOWL)

SEP 12 2014

Timing:



Cut

1025-196

EPISODE #

1025/196

Production :

1025/196

Cut

# ADVENTURE TIME



Page 191

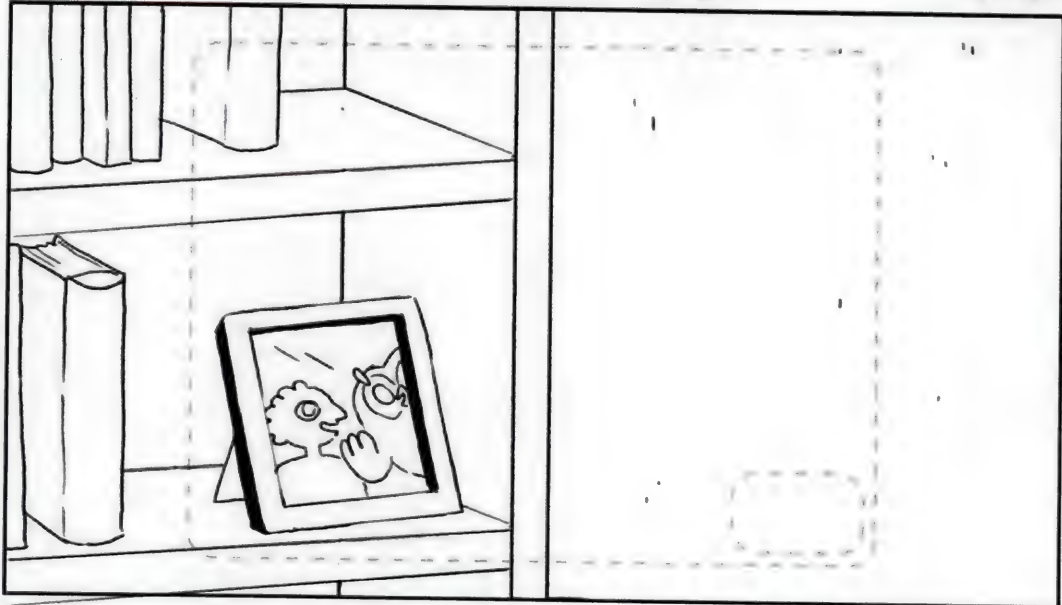
Cut

Sc. 124

Pnl. A

Bg.

day night



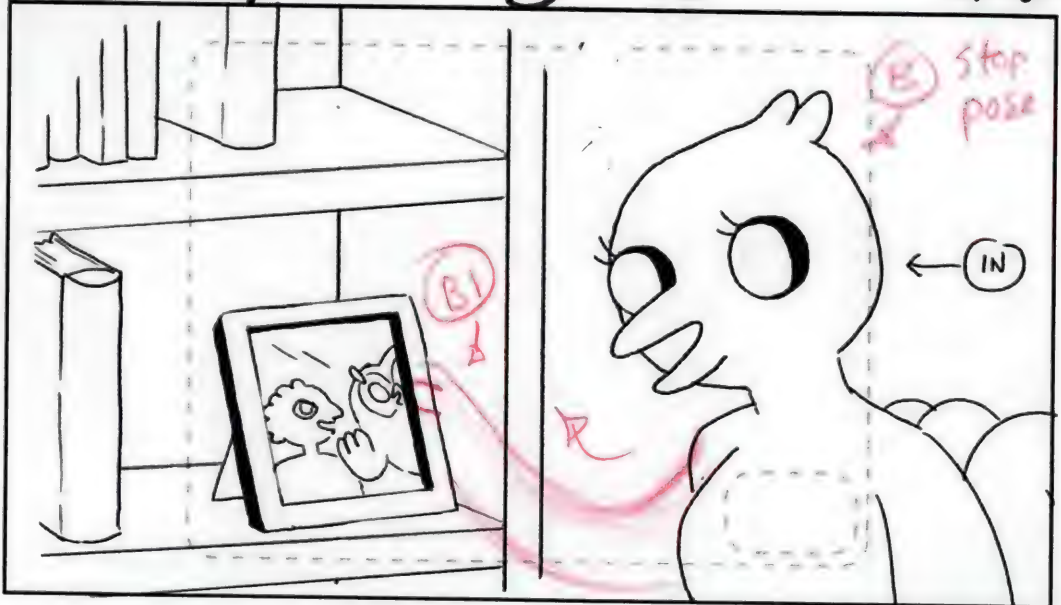
Sc. 124

CONT

Pnl. B

Bg.

day night



Dialog:

BW / NO... IT'S GOT ... PERSONALITY,

Action:

- BW WALKS ON/S  
BW PICKS UP PICTURE

Timing:



EPISODE #

1025/196

Production :

1025/196

1025/196

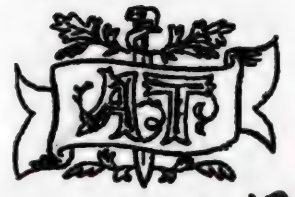
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1025/106

Cut

# ADVENTURE TIME



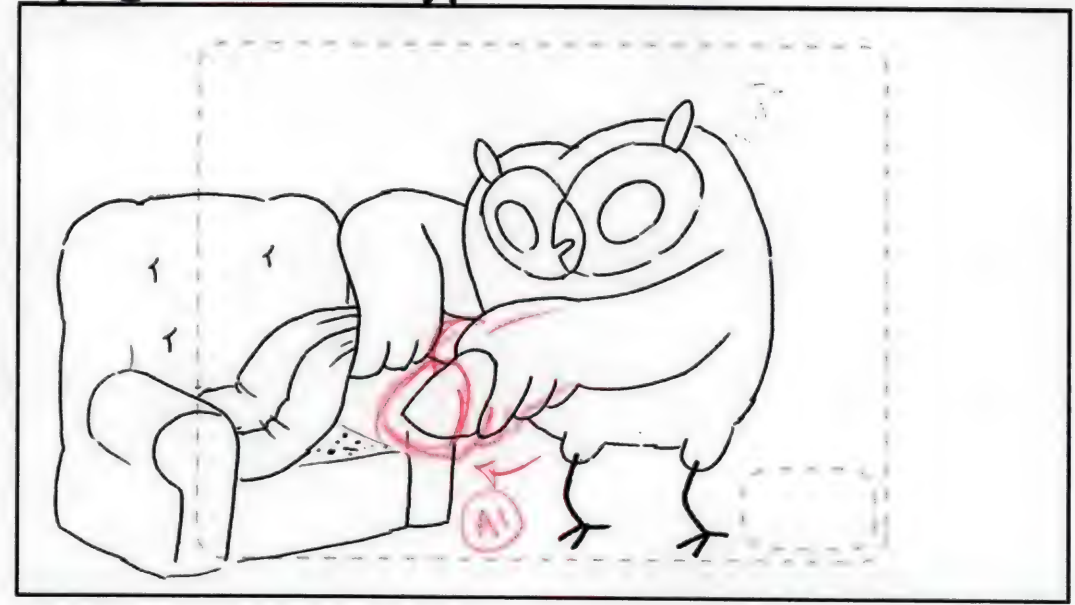
Cut

Sc. 125

Pnl. A

Bg.

day night

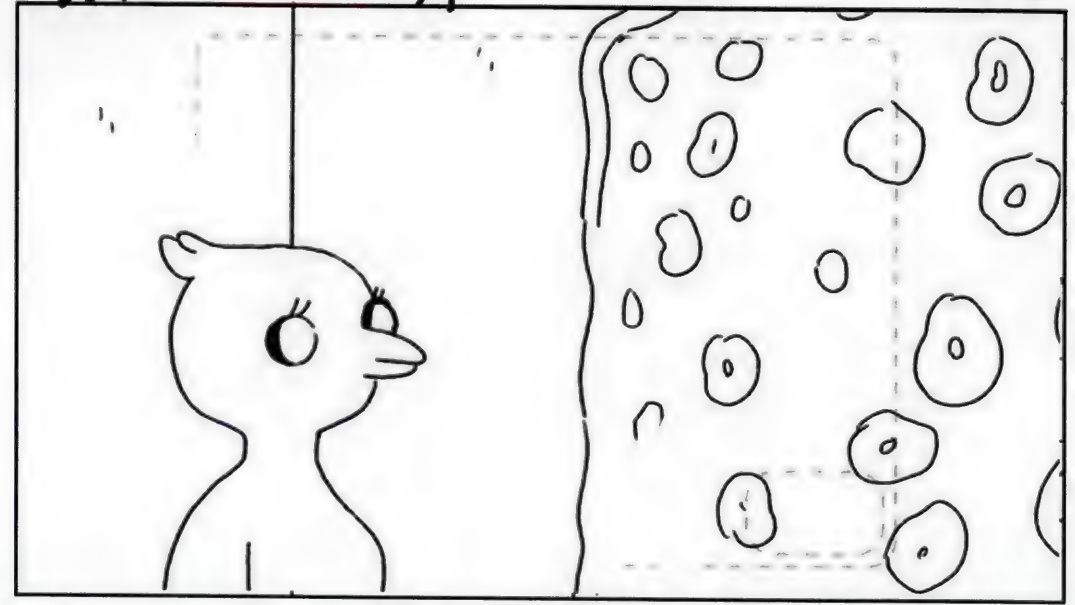


Sc. 126

Pnl. A

Bg.

day night



Dialog:

CO / I KNOW, RIGHT? HEY, DO YOU LIKE BOARD GAMES?

Action:



CO HIDES CRUMBS  
UNDER CUSHION

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

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# ADVENTURE TIME



NO CUT

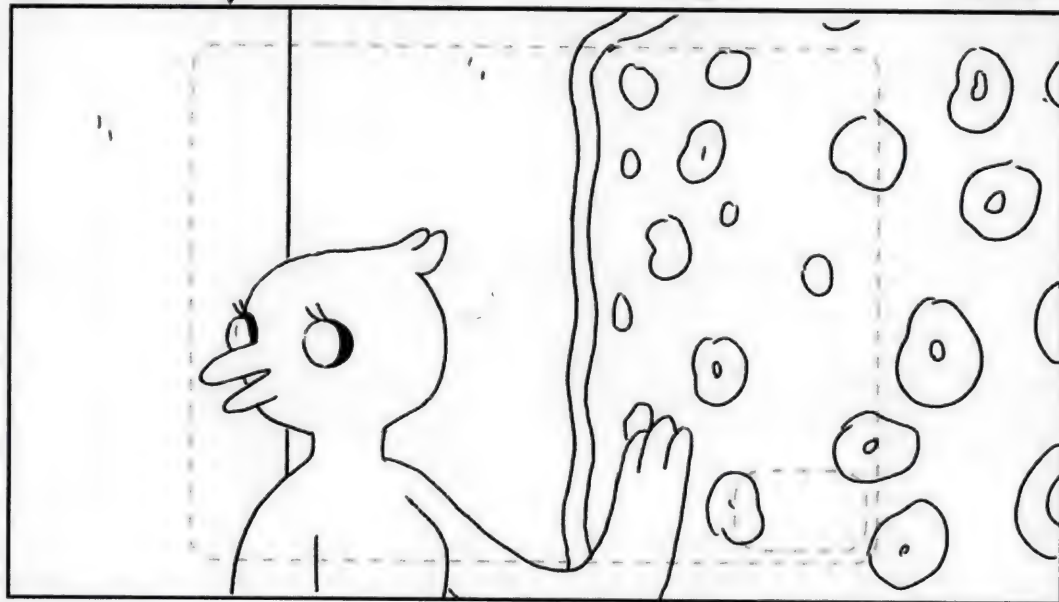
Page 193

Sc. 126 *CONT*

Pnl. B

Bg.

day night

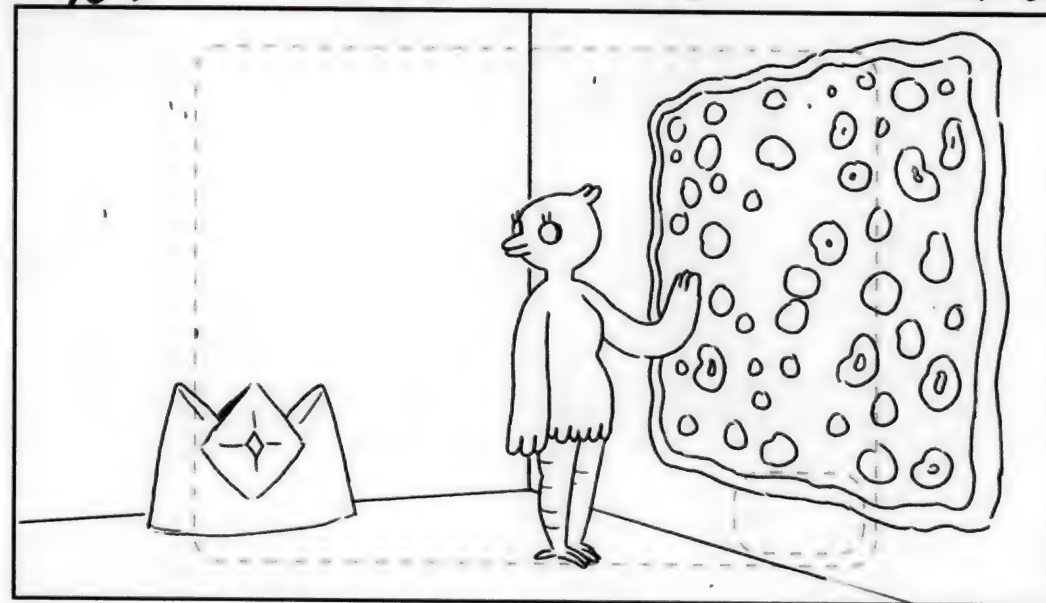


Sc. *127*

Pnl. A

Bg.

day night



Dialog:

*BW*  
TELL ME ABOUT THIS.

Action:

- BW EXAMINES DREAM MAP

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

1025/196



# ADVENTURE TIME

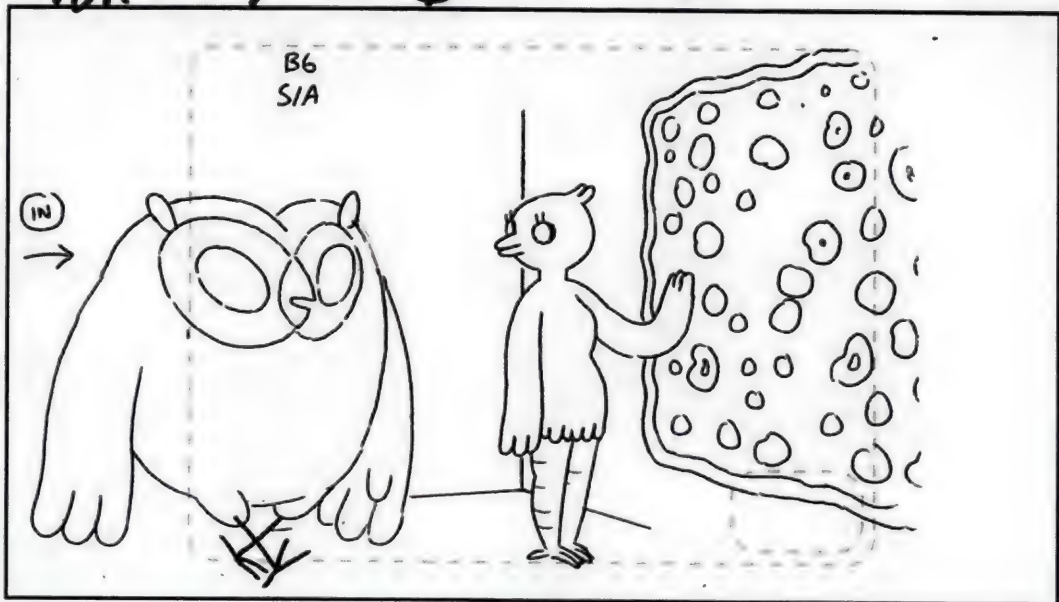


Page 194

Sc. 127 CONT Pnl. B

Bg.

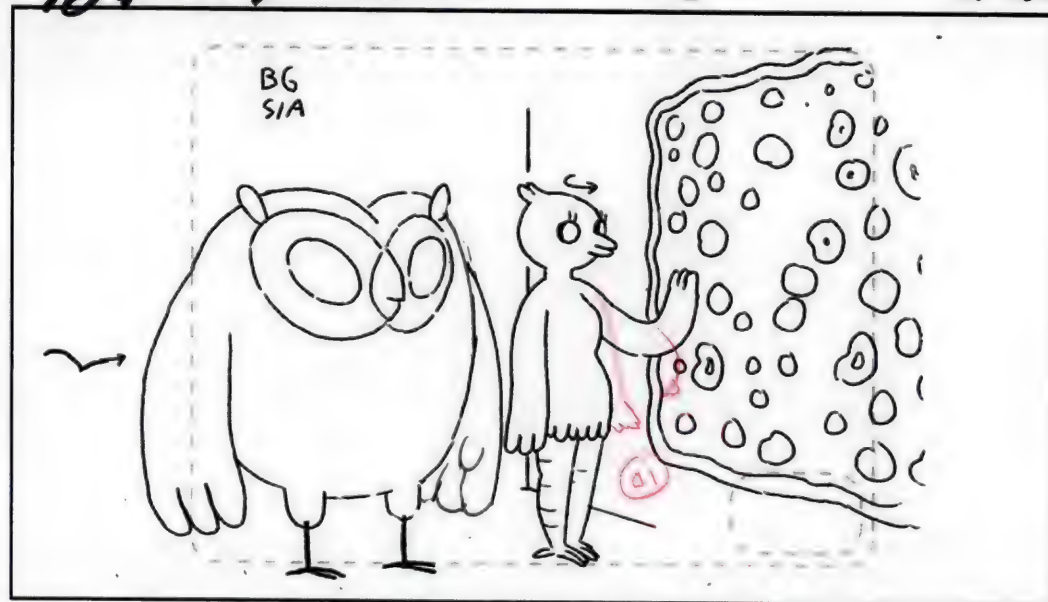
day night



Sc. 127 CONT Pnl. C

Bg.

day night



Dialog:

CO/ OH, I USE THAT FOR WORK.

Action:

SEP 12 2014

Timing:

EPISODE #

1025-196

Production :

1025/196

1025/196

# ADVENTURE TIME



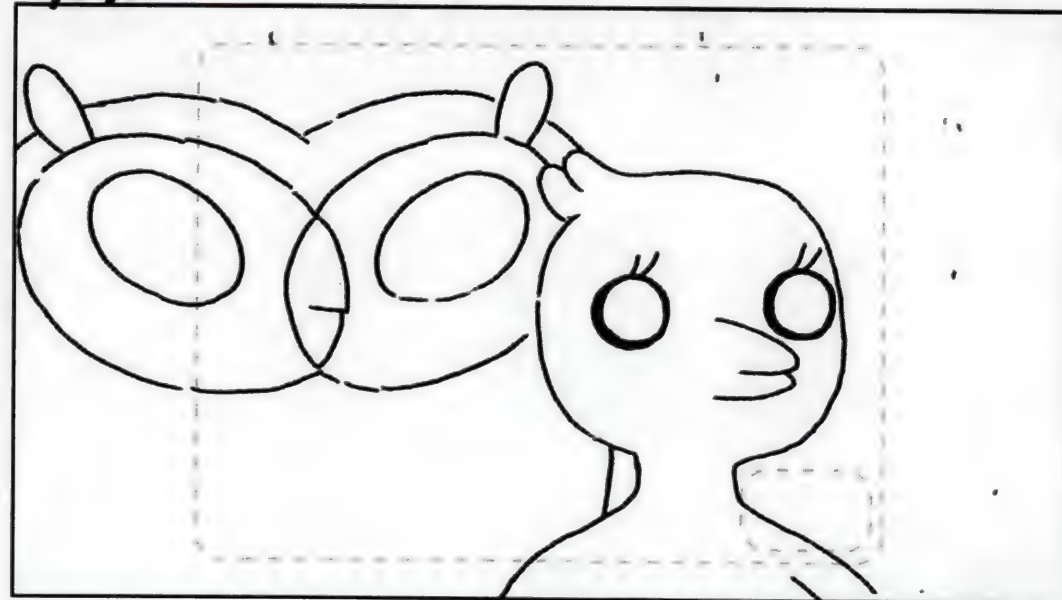
Page 195

Sc. 128

Pnl. A

Bg.

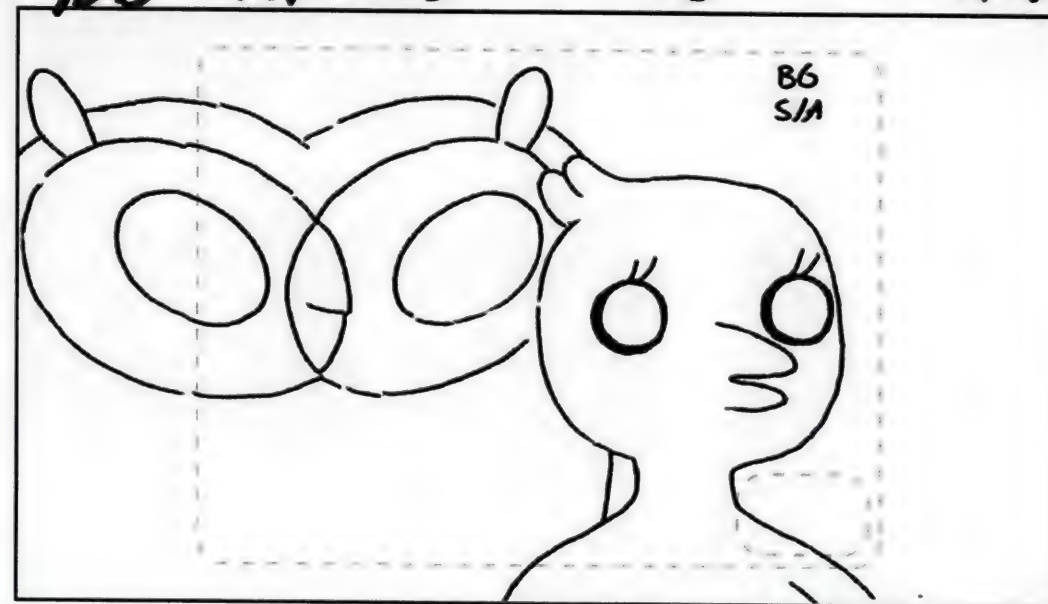
day night



Sc. 128 CONT Pnl. B

Bg.

day night



Dialog:

. . .

BW / IT'S INTERESTING.

Action:

- BW STARES AT MAP.

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

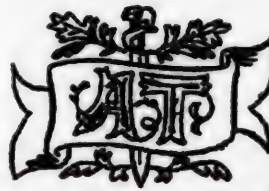
1025/196

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140 cut



# ADVENTURE TIME

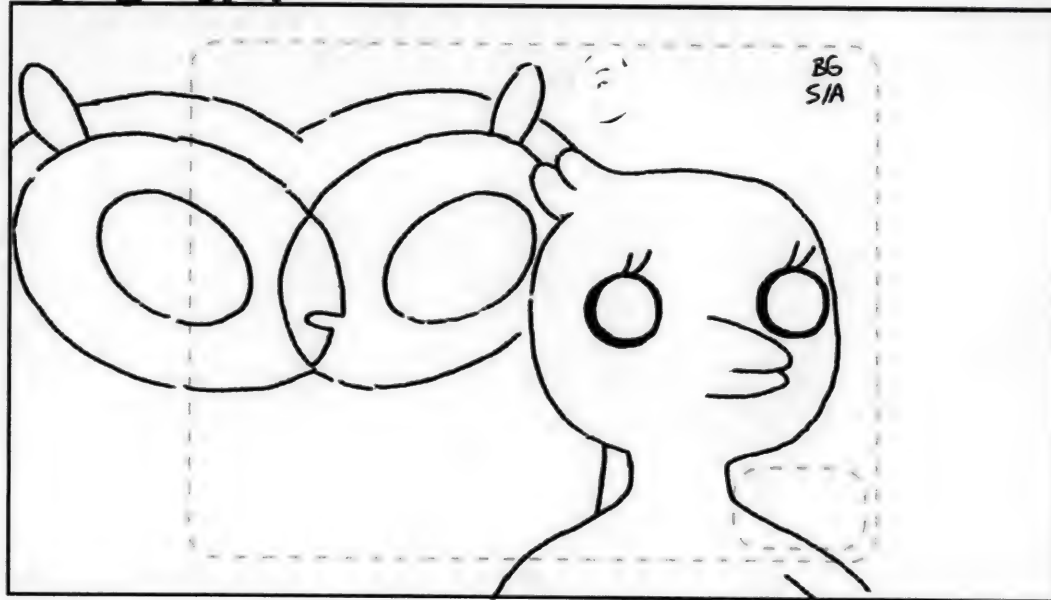


Page 196

Sc. 128 CONT Pnl. C

Bg.

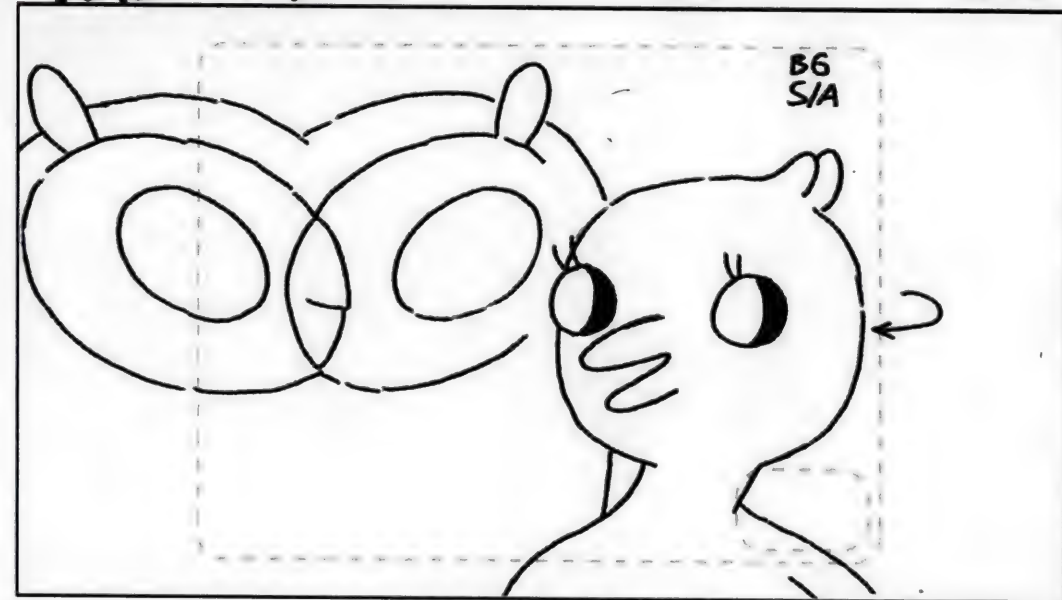
day night



Sc. 128 CONT Pnl. D

Bg.

day night



Dialog:

CO/ Haha, yeah, I guess it is. You wanna spy on people's dreams?

BW: CAN WE?

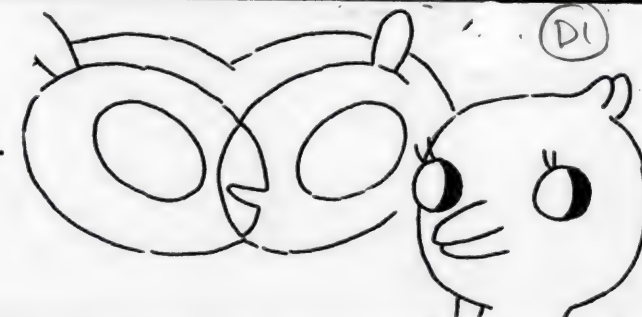
CO: SURE!

SEP 2 2014

Action:



Timing:



1025-196

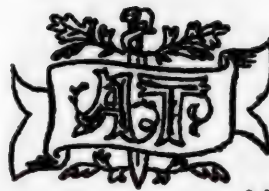
EPISODE #

1025/196

Production :

1025/196

# ADVENTURE TIME



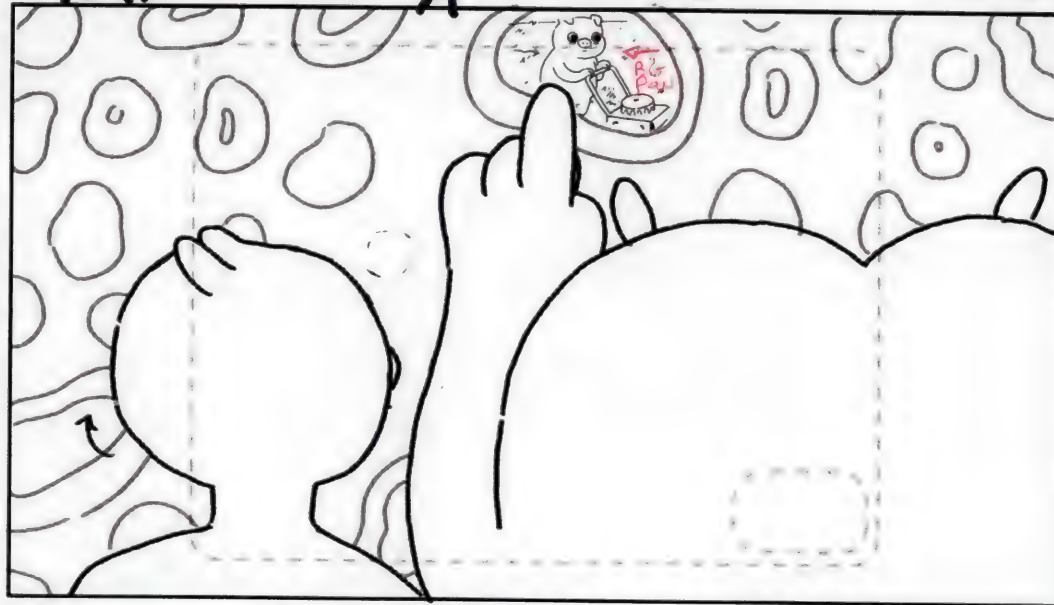
Page 197

Sc. 129

Pnl. A

Bg.

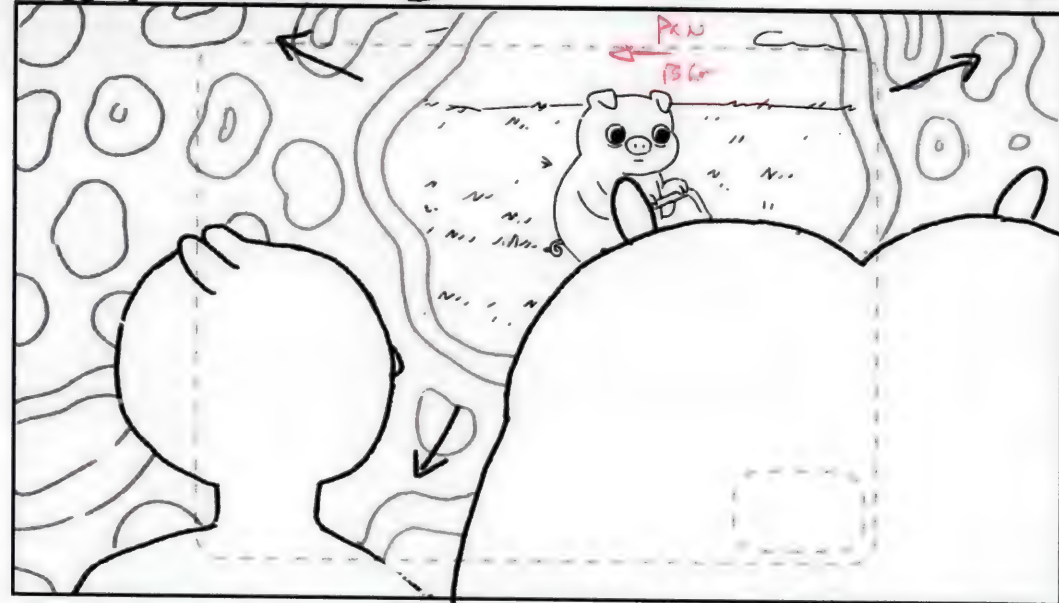
day night



Sc. 129 CONT Pnl. B

Bg.

day night



Dialog:

Mr. Pig's Dream glob shrivels  
 SFX: \*TAP-TAP\*  
 (A1) → ← Mr. Pig Dream Glob

Action:



- DREAM EXPANDS

SEP 12 2014

Timing:



EPISODE #

Production :

1025-196

1025/196

1025/196



# ADVENTURE TIME

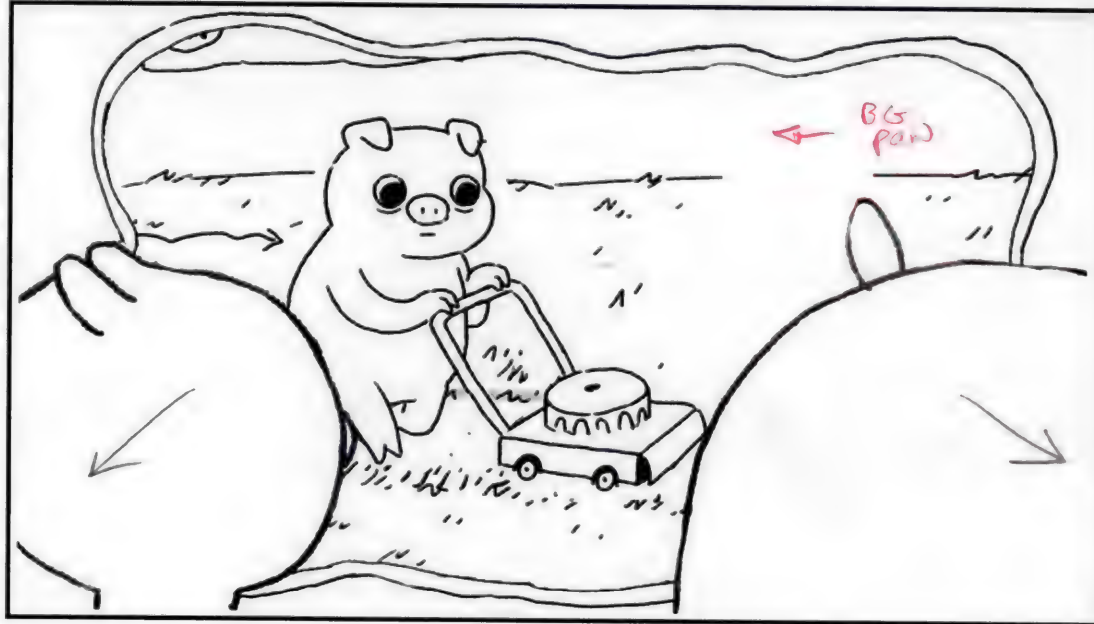


Page 198

Sc. 129 *cont* Pnl. C

Bg.

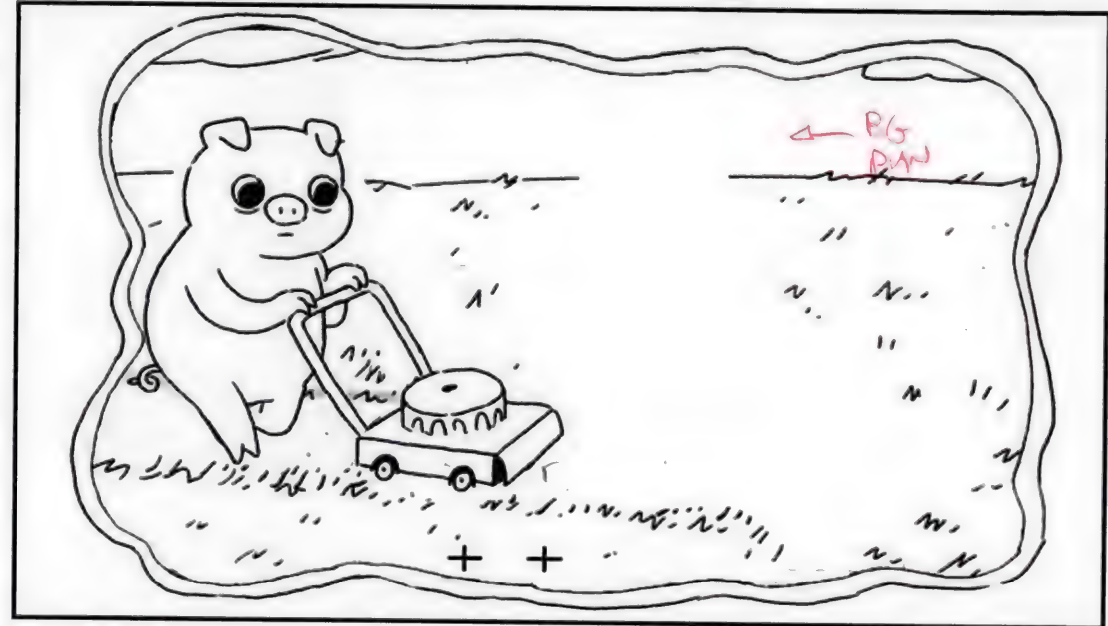
day night



Sc. 129 *cont* Pnl. D

Bg.

day night



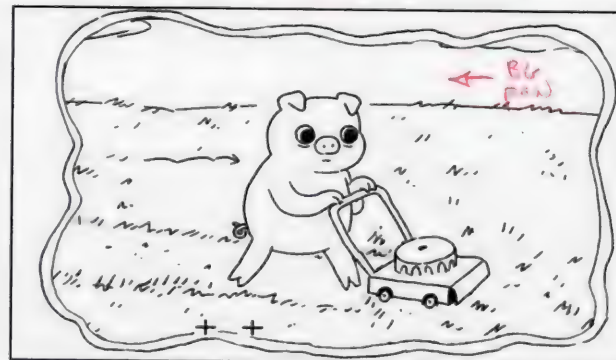
Dialog:

Action:

-Pan with Action

Timing:

SEP 12 2014



EPISODE # 1025-196

Production:

1025/196

# ADVENTURE TIME



NO SC 130

Page 199

Sc. 129 *CONT* Pnl. E

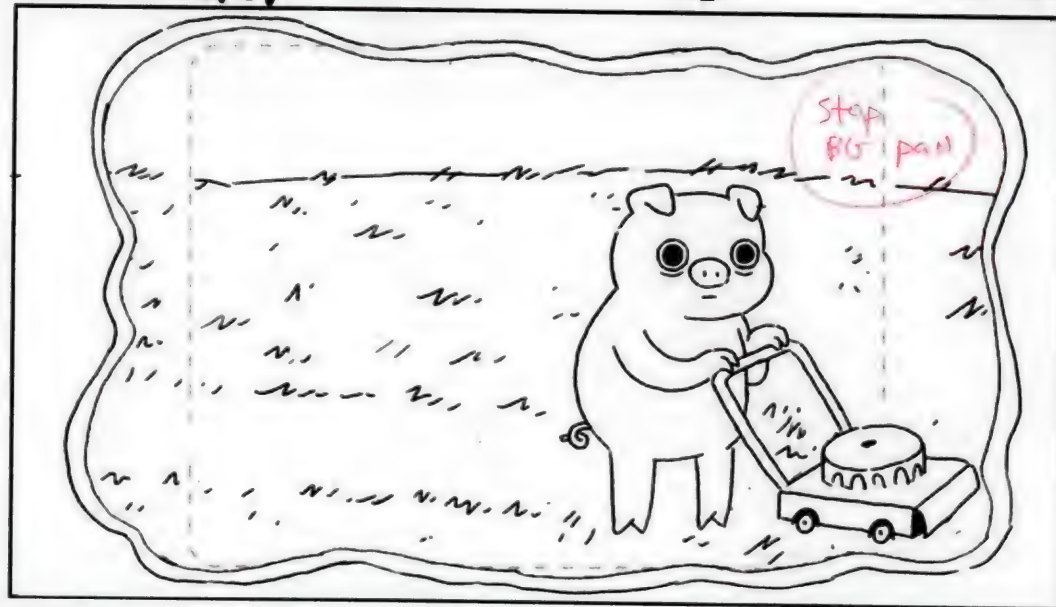
Bg.

day night

Sc. 129 *CONT* Pnl. F

Bg.

day night



Dialog:

Flowers Blossom.

MR P: HMPH...

SEP 12 2014

Action:

(E1)

(E2)

GRASS & FLOWERS GROWING

(F1)

Timing:



Production :

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EPISODE #

1025-196

1025/196

1025/196



# ADVENTURE TIME

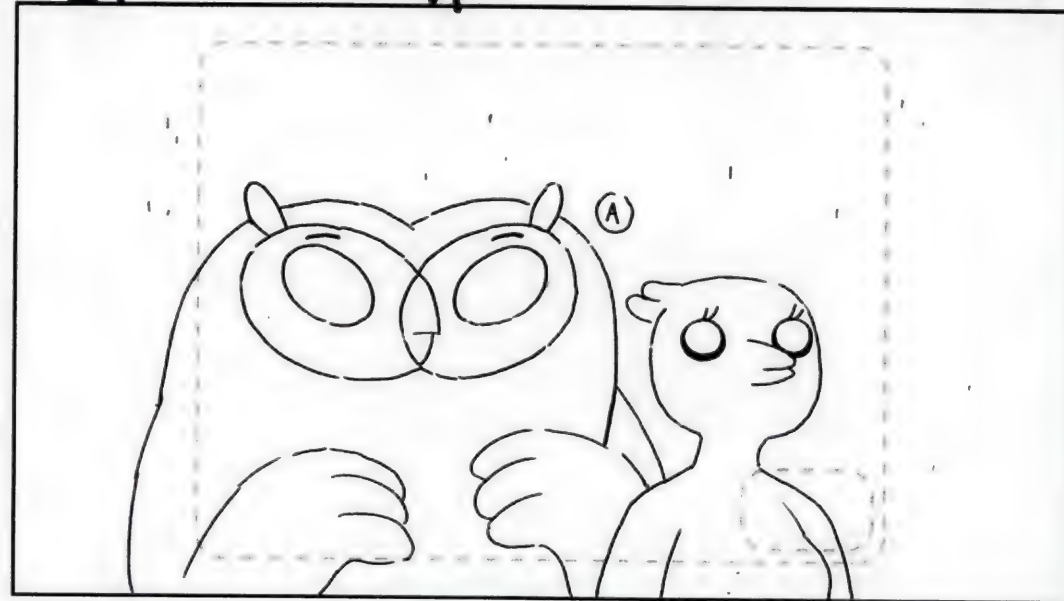


Sc. **B/**

Pnl. **A**

Bg.

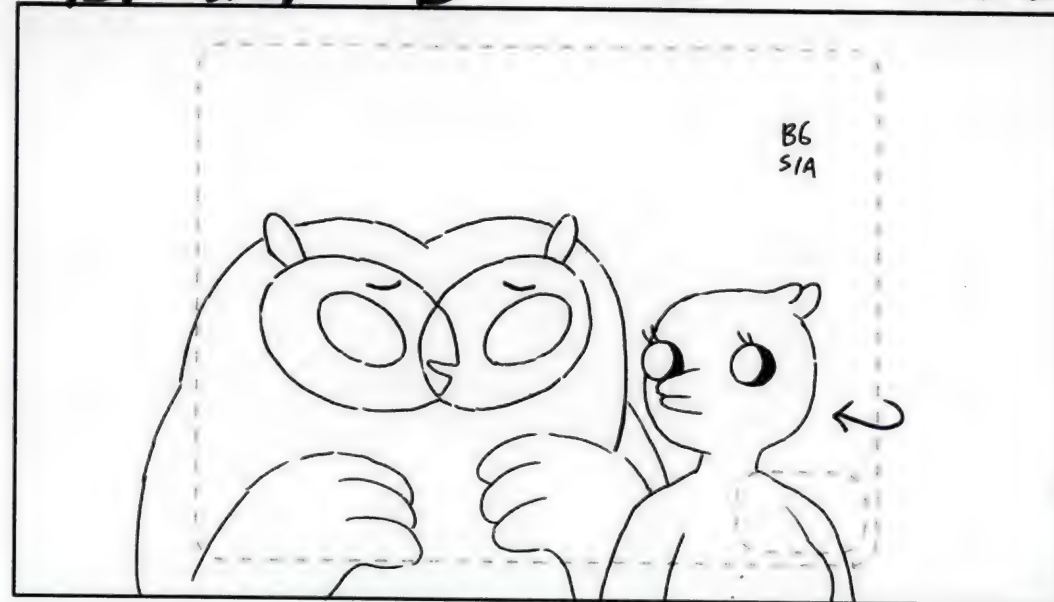
day night



Sc. **B/ CONT** Pnl. **B**

Bg.

Page **200**  
NO PG-201  
day night



Dialog:

SFX: \* LAWNMOWER \*

CO/ HEH HEH ...

Action:



SEP 12 2014

Timing:

EPISODE #

Production :

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1025/196

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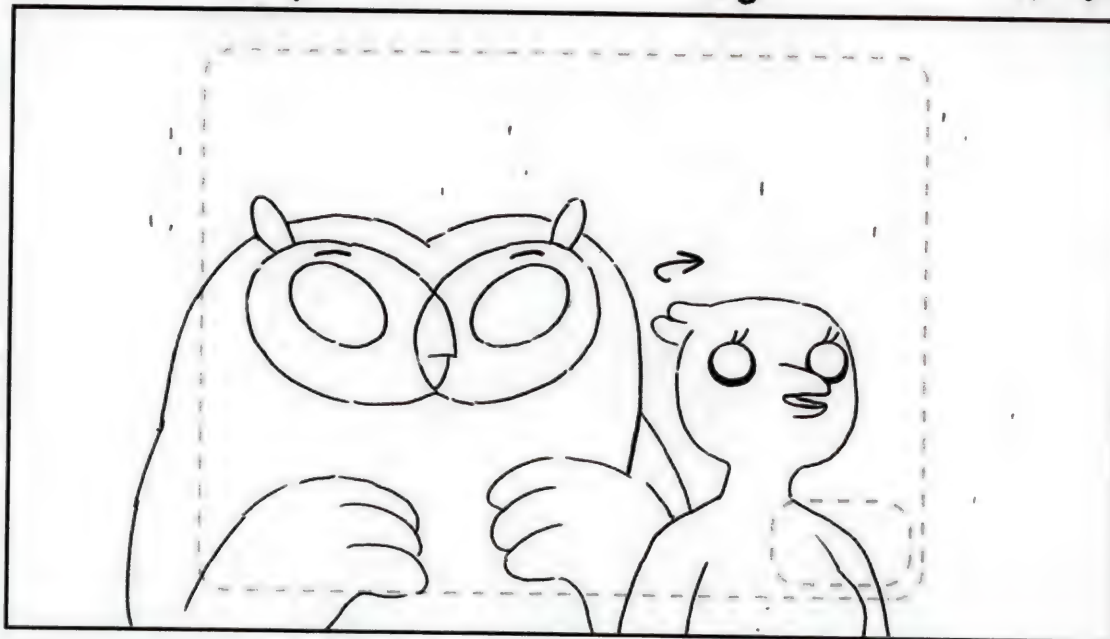
# ADVENTURE TIME



Sc. 131 *cont* Pnl. C

Bg.

day night

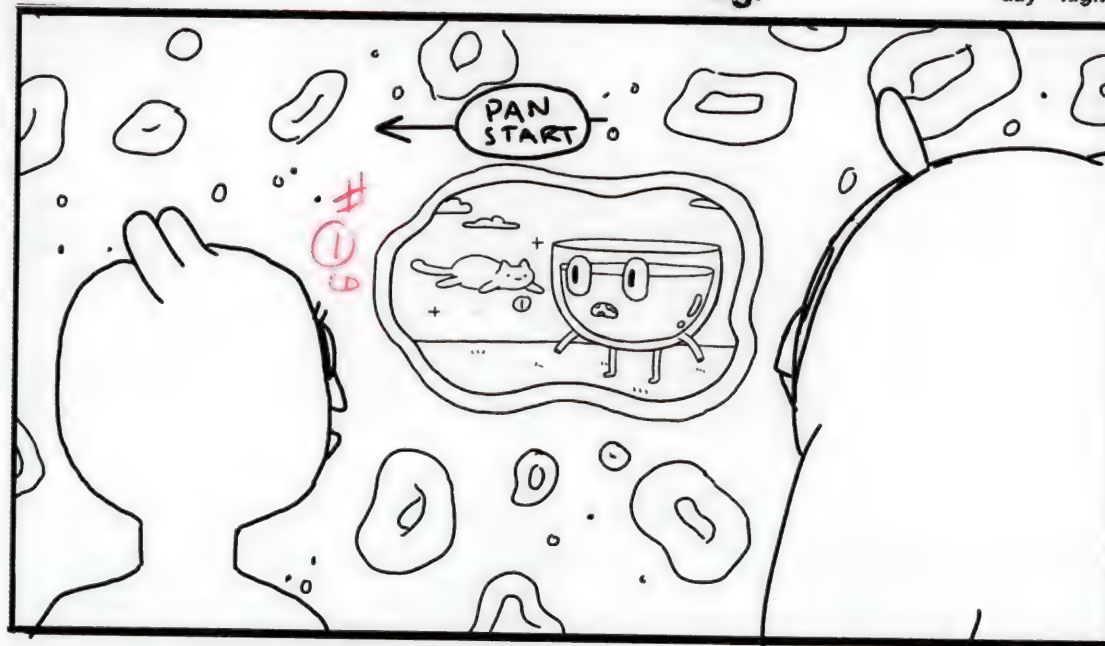


Sc. 132

Pnl. A

Bg.

day night



Dialog:

BW / what's it like?

Action:

Timing:

BW / To have all this  
at your finger tips ?

- BW + CO WATCH DREAMS  
(REFER TO ADDITIONAL  
SCENES -  
ON PGS. 204A through 204E  
- PAN REF. ON PAGE 204F

SEP 12 2014

Production:

EPISODE #

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1025/196

1025/196

1025/196

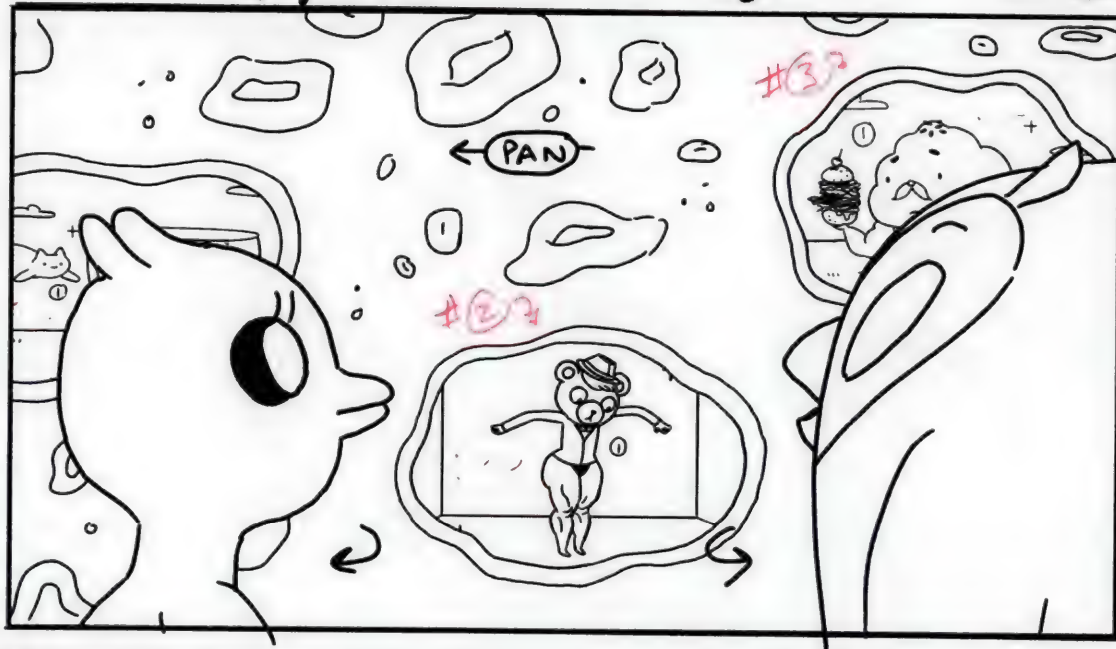


# ADVENTURE TIME

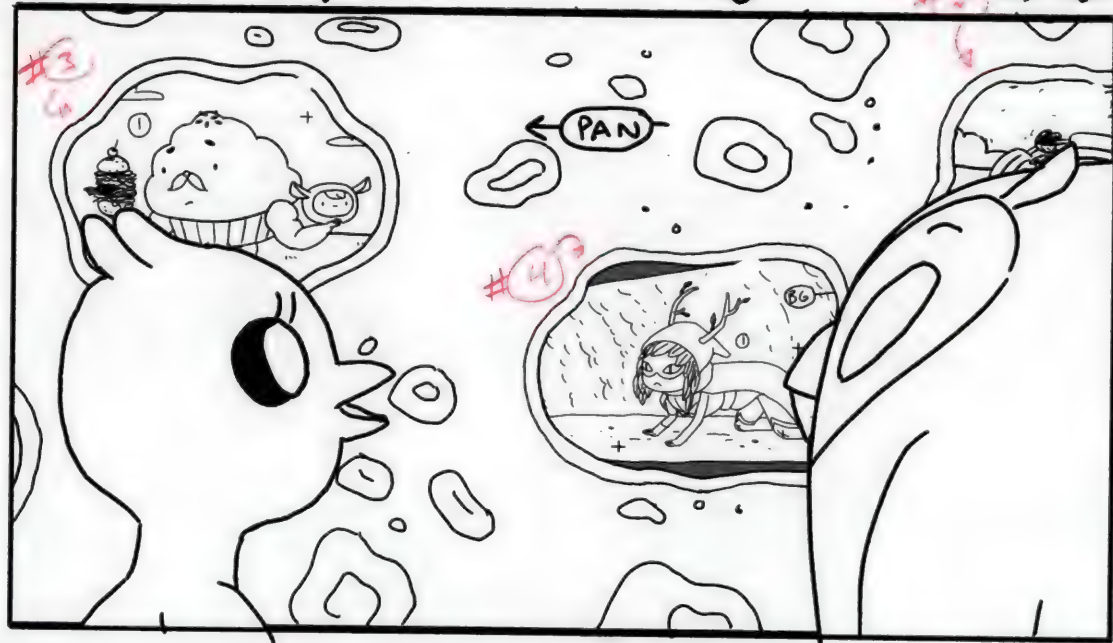


Page 203

Sc. 132 *cont* Pnl. B Bg. day night



Sc. 132 *cont* Pnl. C Bg. *#5* day night



Dialog:

Co/ (happily) I guess  
I don't think about it.

Action:

- Co + Bw TURN TOWARDS EACH OTHER.

Timing:

Bw/ But you're not SEP 12 2014  
powerful enough to see  
into everyone's dreams,  
are you?

1025/19

Production:

EPISODE #

61/5201

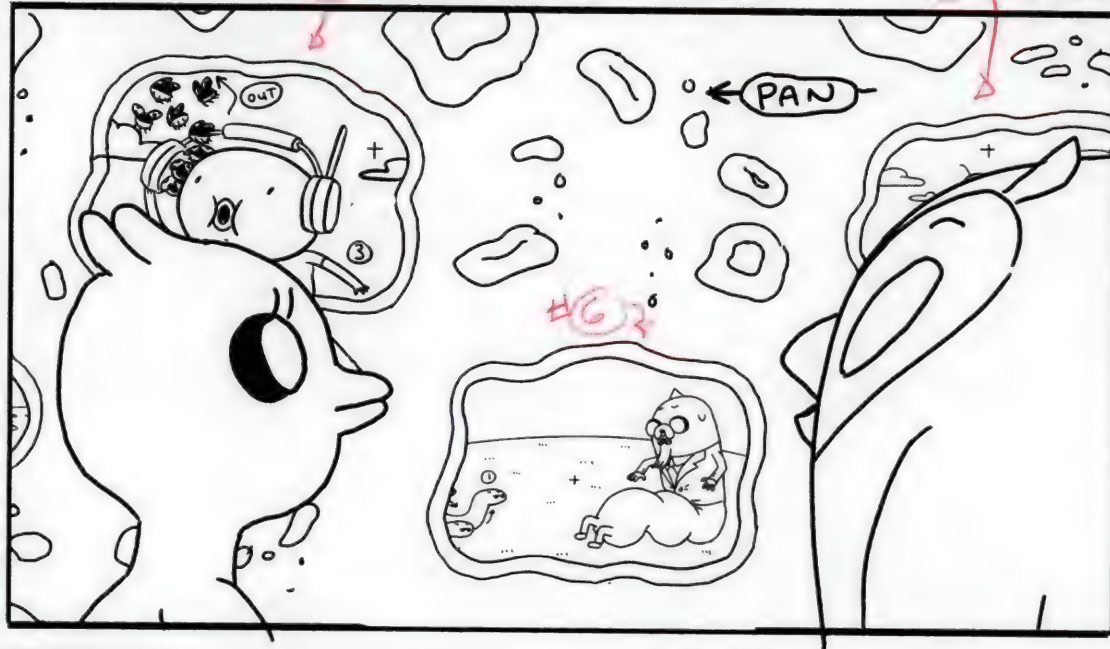
1025-196

# ADVENTURE TIME



Sc. 132 *cont* Pnl. D

Bq. *#3* day night



Sc. 132 *cont* Pnl. E

Bq.



Dialog:

co / I'm totally that  
powerful

Action:

SEP 12 2014

Timing:

Production:

1025/196

1025/196

1025/196





# ADVENTURE TIME

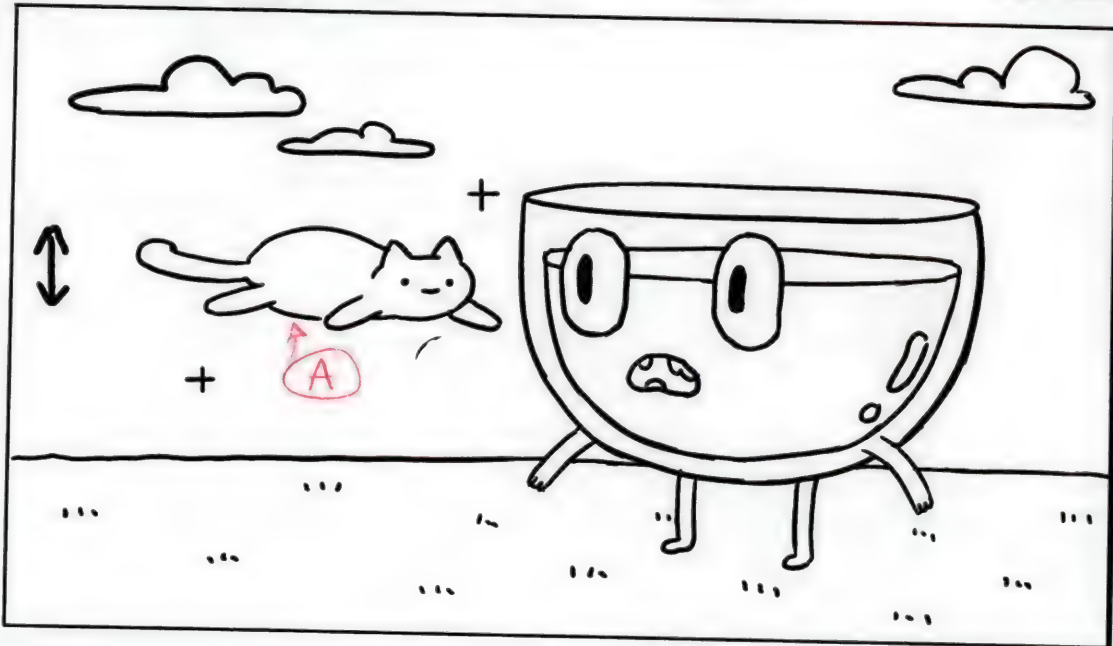
Sc. 132 CONT

Pnl. A

Rn

#1

day night



Sc. 132 CONT

Pnl. A

Bg.

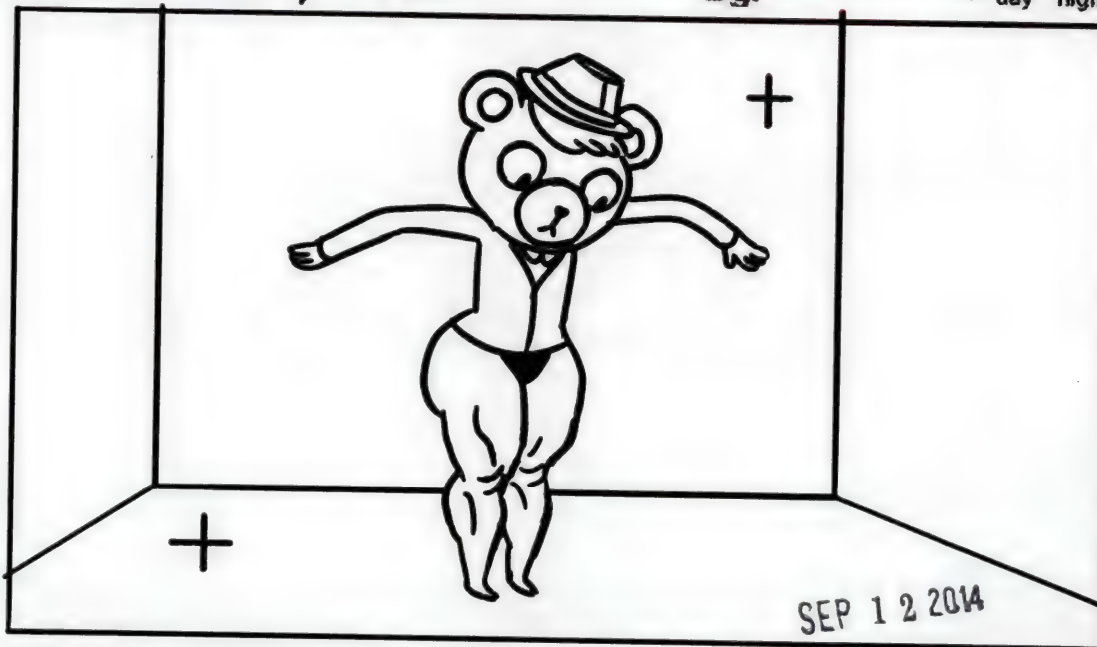
#2

Page

204A

2046 NEXT

day night



EPISODE #

1025-196

961/5201



- PUNCHBOWL WATCHES A CAT HOVERING.

- CYCLE ①, ②, ③, ①, ②, ③, etc.

cat slowly bobs up and down while rotating

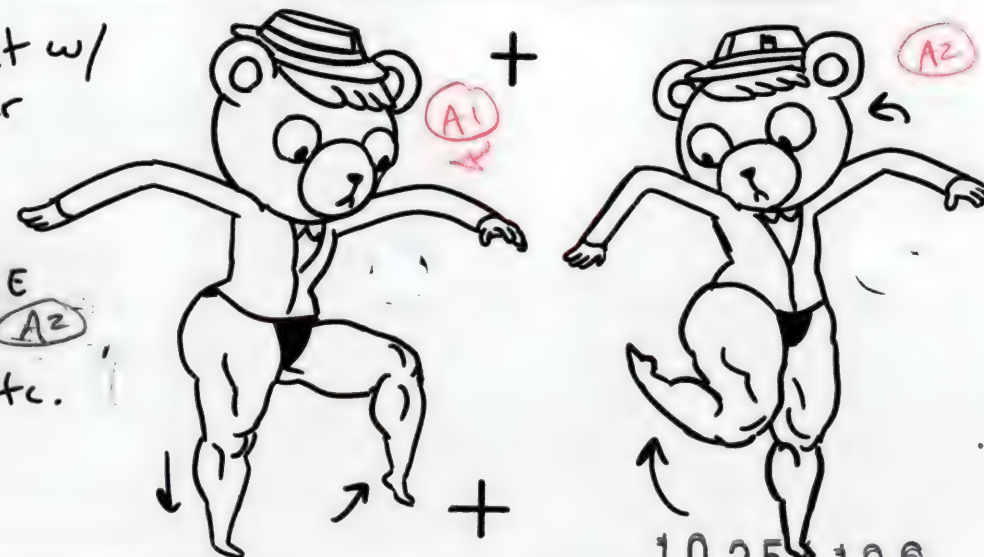
- Party Pat w/ bodybuilder legs

- CYCLE

A1

A2

etc.



1025/196



# ADVENTURE TIME



Sc. 132 *CONT*

Pnl. A

Bg.

#3

day night

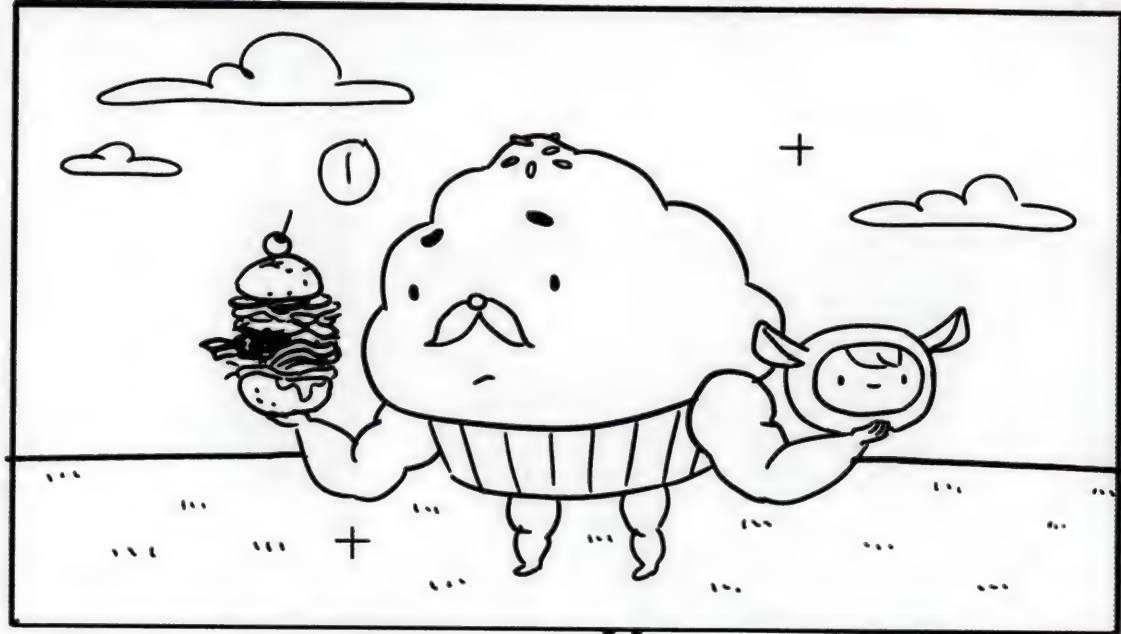
Sc. 132 *CONT*

Pnl. A

Bg.

#4

Page 204B  
204C NEXT  
day night



Dialog:

- Mr. cupcake has a sandwich in one hand and a head in the other.

- Huntress wizard crawls through tunnel that keeps getting smaller



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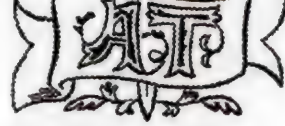
61/5201

SEP 12 2014

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# ADVENTURE TIME



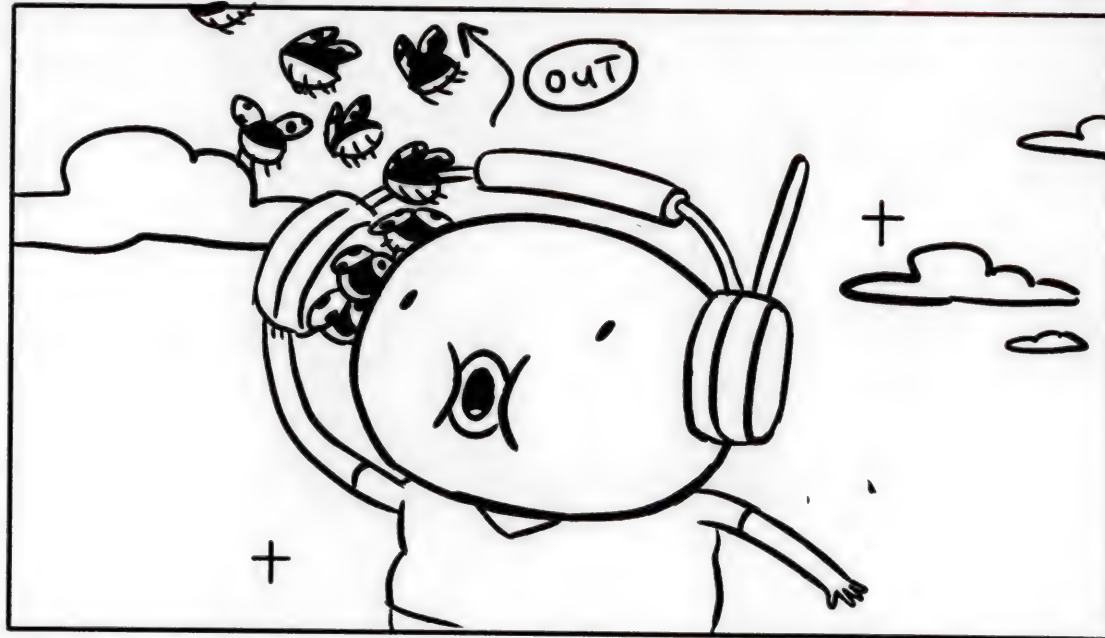
Sc. 132 *cont*

Pnl. A

Bg.

#5

day night

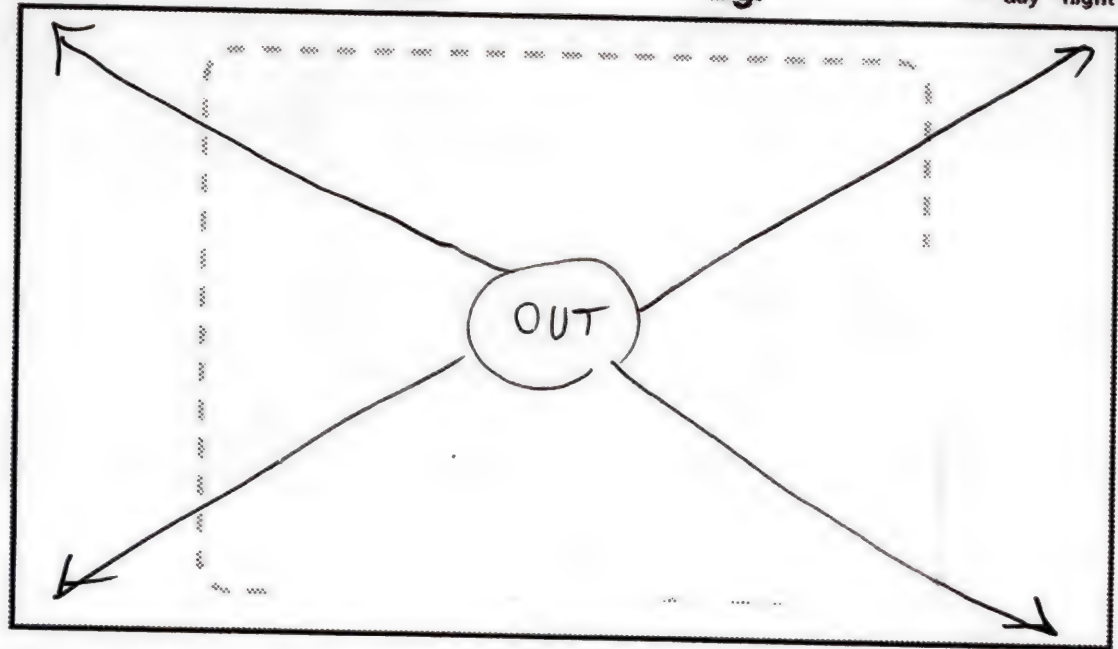


Sc.

Pnl.

Bg.

Page 204C  
204D NEXT  
day night



Dialog:

- Blombo listening to music on his

Action: headphones, nodding

Timing: - Pulls one side away

From his head and a bunch of ladybugs fly out.

- CYCLE

A1

A2



SEP 12 2014

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# ADVENTURE TIME



Sc. 132 CONT

Pnl A

Rn

#6

day night

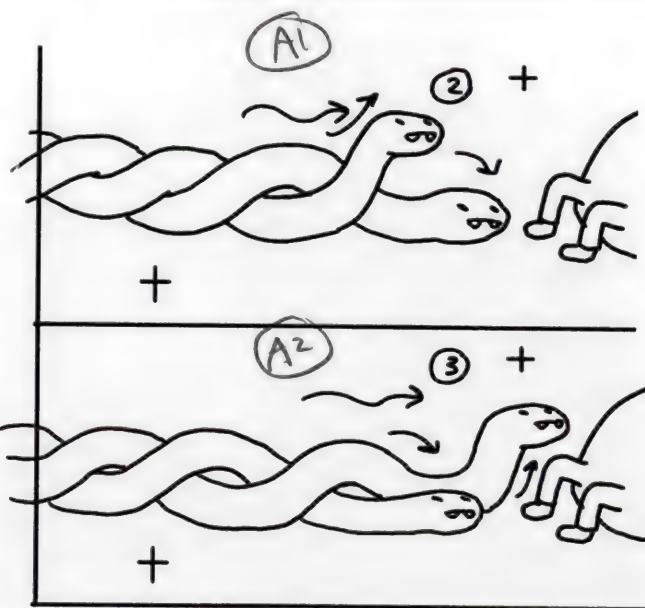
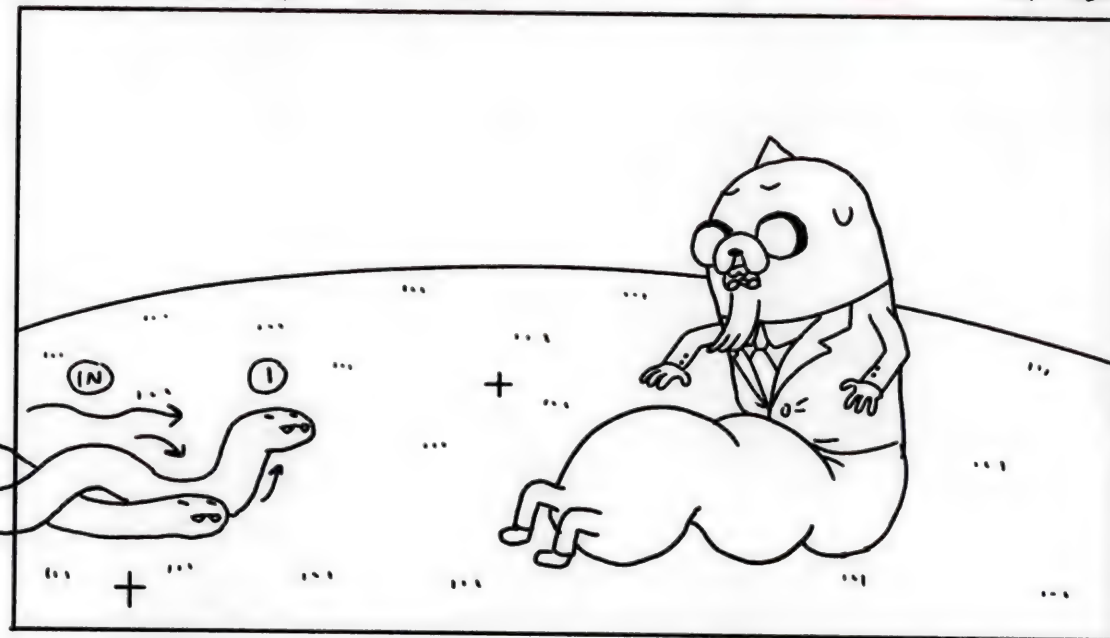
Sc. 132 CONT

Pnl. A

Bg.

#7

Page 204D  
204ENEXT  
day night



- kim Kil Whan stares in horror as two intertwined snakes slowly creep towards him.

- cherry cream soda skips along - suddenly gravity stops working & she floats away. - cycle ①, ②, ③, ④, ①, ②, ③, ④, etc.



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# ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

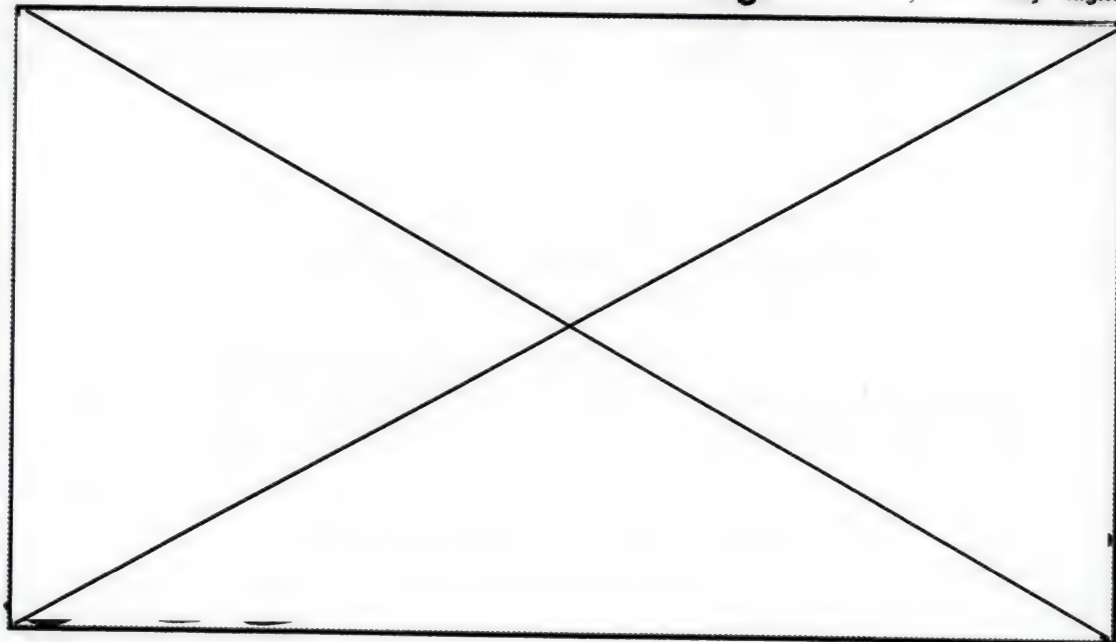
Sc. 132 CONT

Pnl. A

Bg.

#8

Page 204 E  
204 FIVE  
day night



Dialog

Action

Timing



SEP 12 2014  
Finn and Jake (as presents)  
throwing banana man  
— a birthday party.

CYCLE F&J ①, ②,  
①, ②, etc.



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61/5201

# ADVENTURE TIME



REVISED  
9/15/14

Page 204F

Sc. 132

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



## \* PAN REFERENCE \*

- reference for #1 - sc.132 pg.204A
- reference for #2 - sc.132 pg.204A
- reference for #3 - sc.132 pg.204B
- reference for #4 - sc.132 pg.204B
- reference for #5 - sc.132 pg.204C
- reference for #6 - sc.132 pg.204D
- reference for #7 - sc.132 pg.204D
- reference for #8 - sc.132 pg.204E



# ADVENTURE TIME



Sc. 133

Pnl. A

Rn

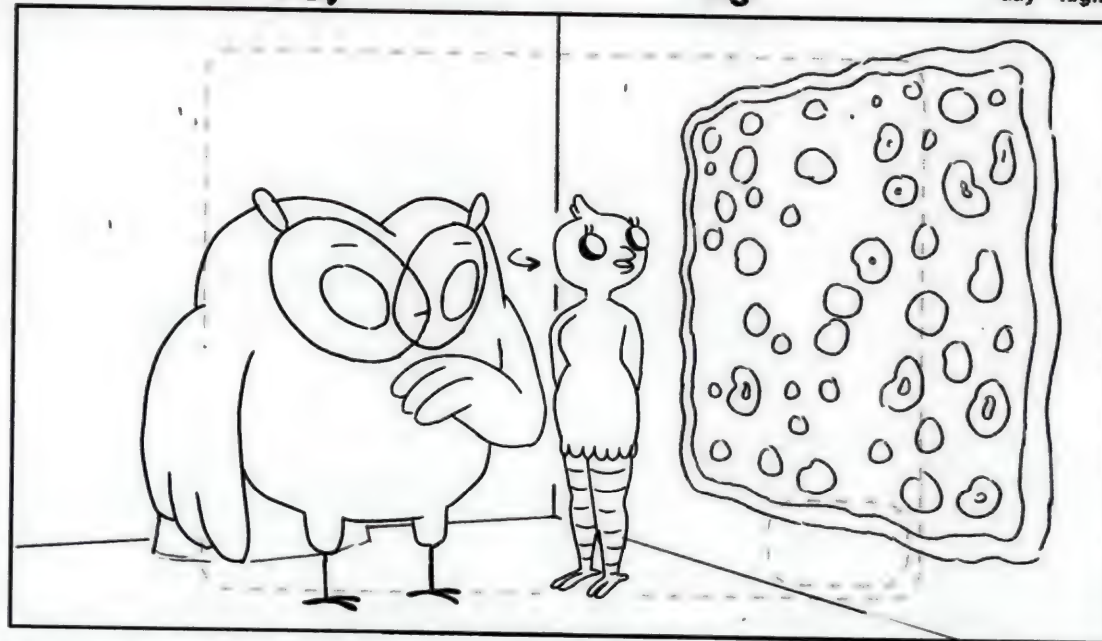
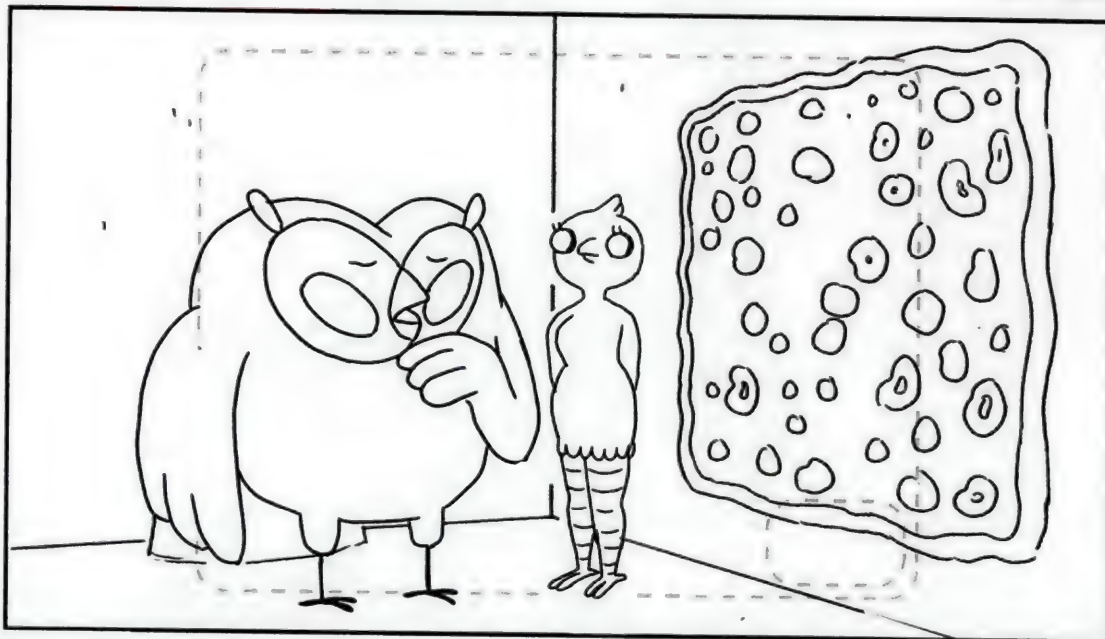
day night

Sc. 133 *CONT* Pnl. B

Bg.

Page 205

day night



Dialog:

CO/ Like, Ice King or something? His dreams are so sad.

Bw / like ...

SEP 12 2014

Action:

Timing:

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Production:

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101/5201

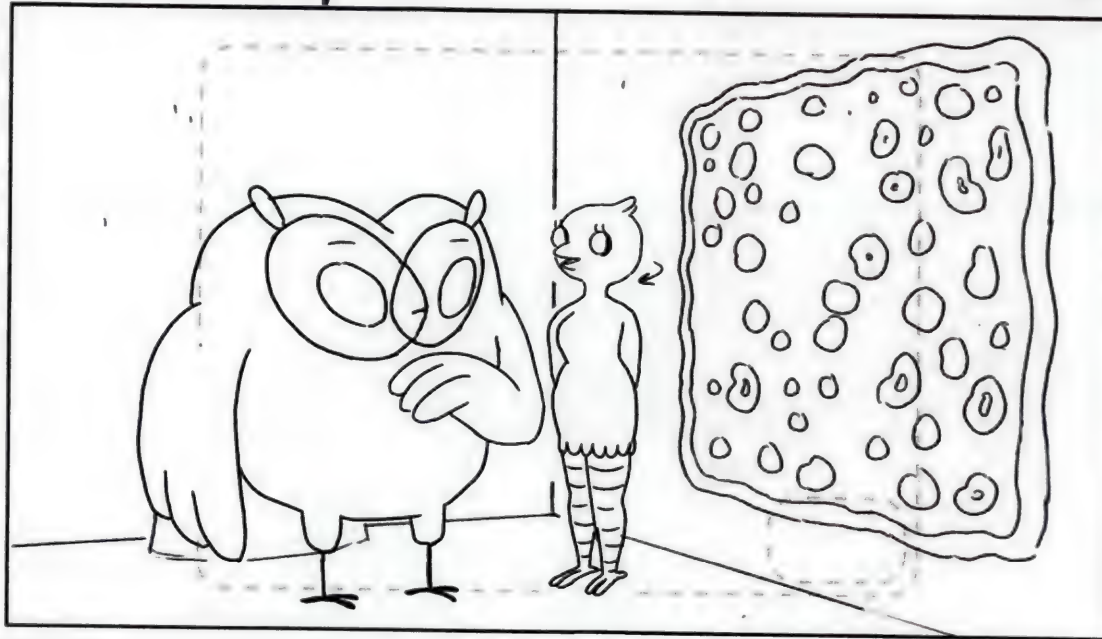
# ADVENTURE TIME



Sc. 133 *CONT* Pnl. C

Bq.

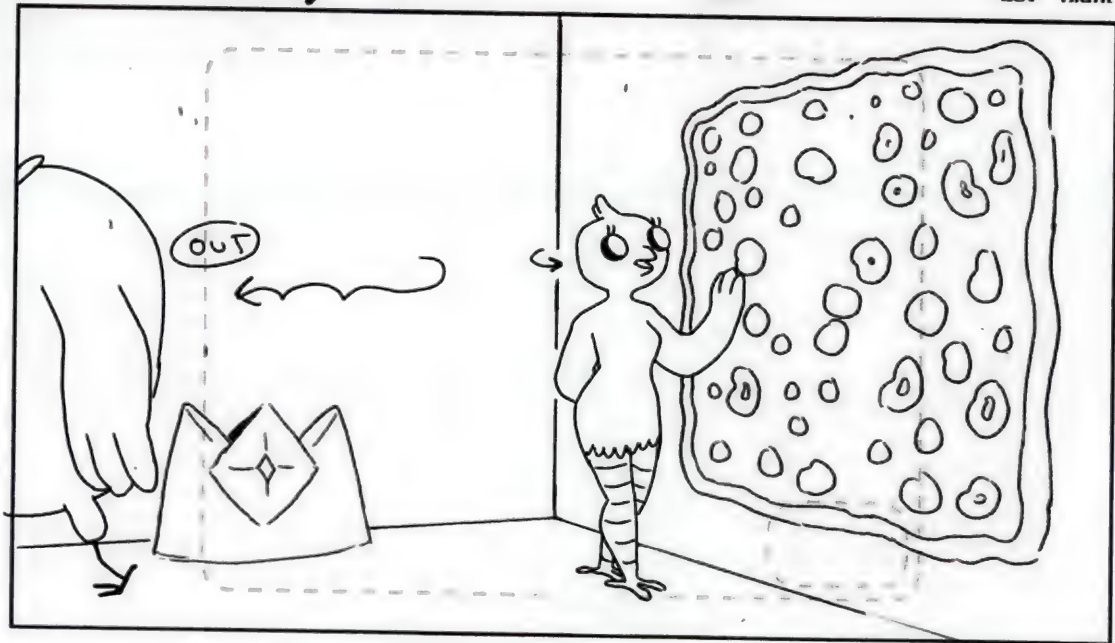
day night



Sc. 133 *CONT* Pnl. D

Bq.

day night



Dialog:

Bw / .. Princess Bubblegum

Bw / surely she has some sort of --

SEP 12 2014

Action:

( CO exits frame )

Timing:

Production:

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HN  
Cut

1025/196



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Hu  
Cant

# ADVENTURE TIME



Sc. 134

Pnl. A

Bg.

day night

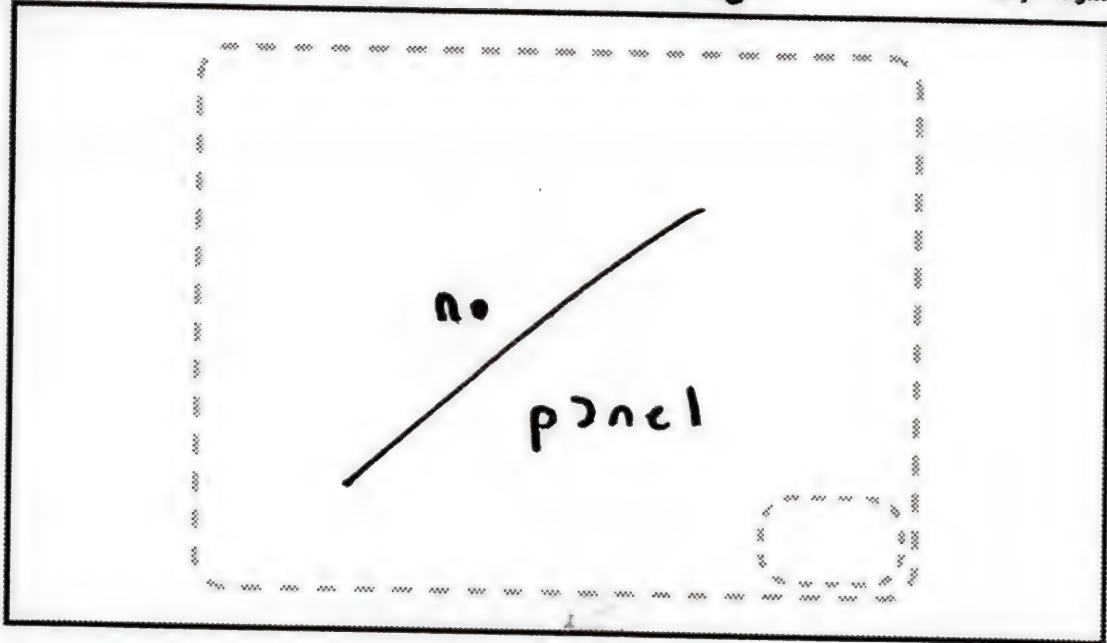


Sc.

Pnl.

Bg.

day night



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Dialog:

Bw / dream security system in place ..

SEP 12 2014

Action:

Timing:

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# ADVENTURE TIME



Page 208

Sc. 134 CONT Pnl. B

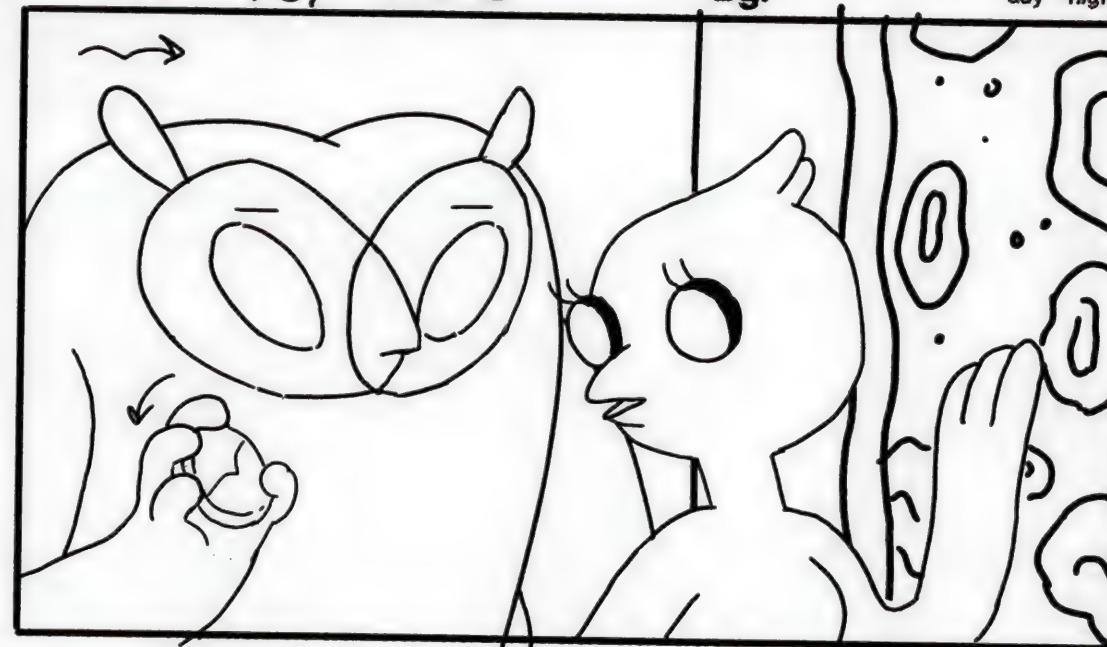
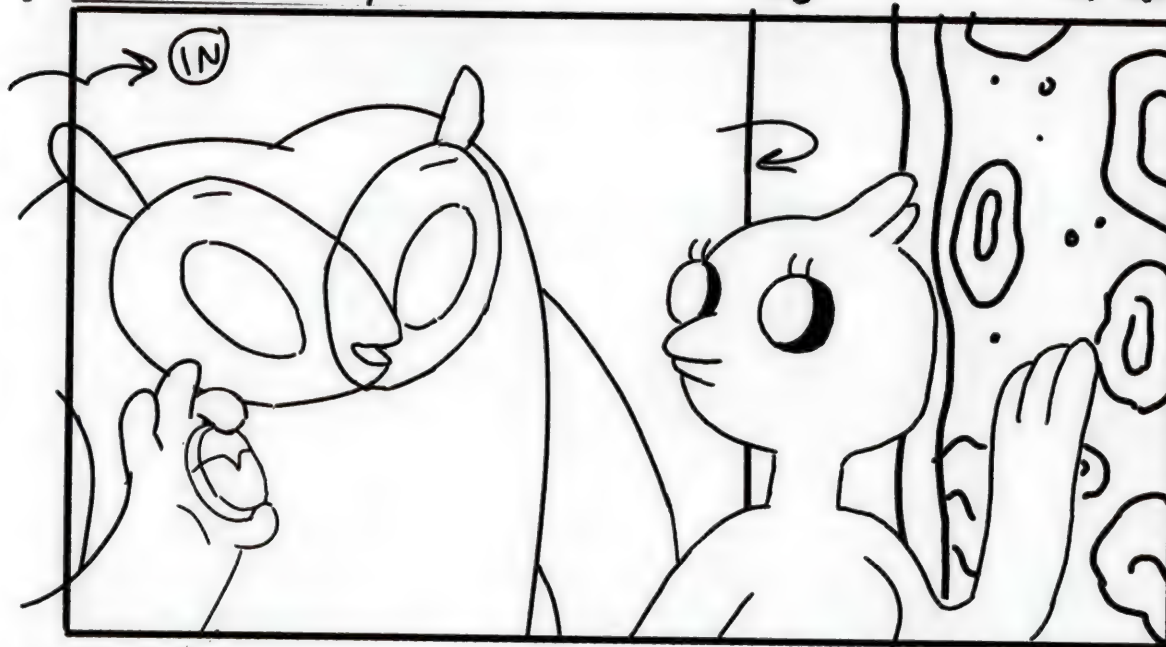
Bg.

day night

Sc. 134 CONT Pnl. C

Bg.

day night



Dialog:

co/ Haha, nope . we can go right now. Is that what this is about?

BW/ Yes lets go right now.

Action:

- CO WALKS ON/S WITH DREAM TOKEN

- BW STARES AT TOKEN. SEP 12 2014

Timing:

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1025/196

1025/196

Hu  
AT



# ADVENTURE TIME



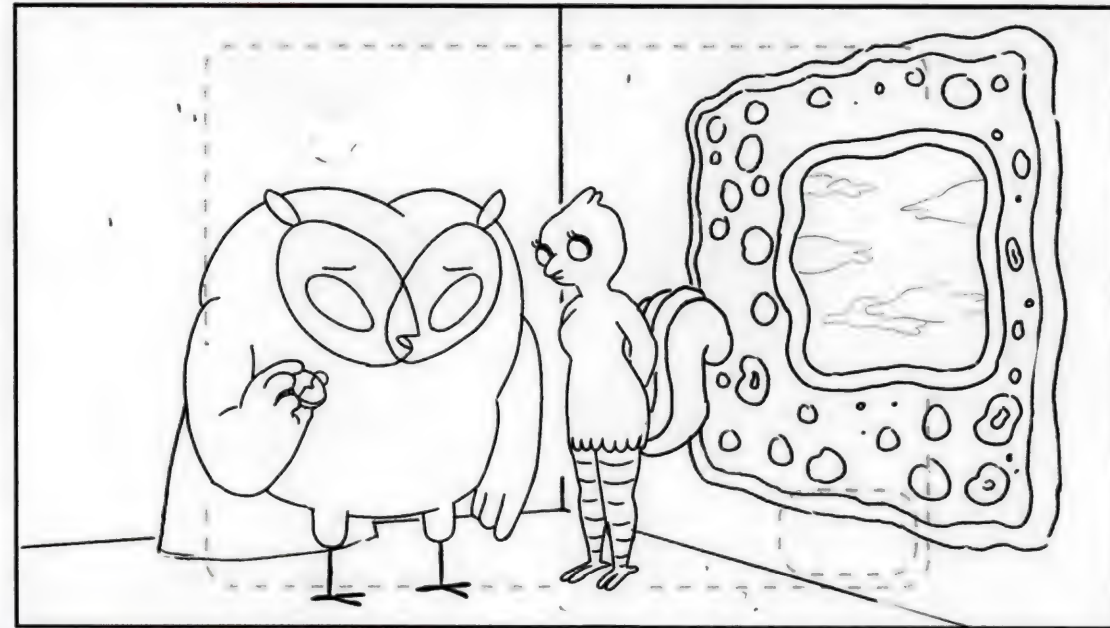
Page 209

Sc. 135

Pnl. A

Bg.

day night

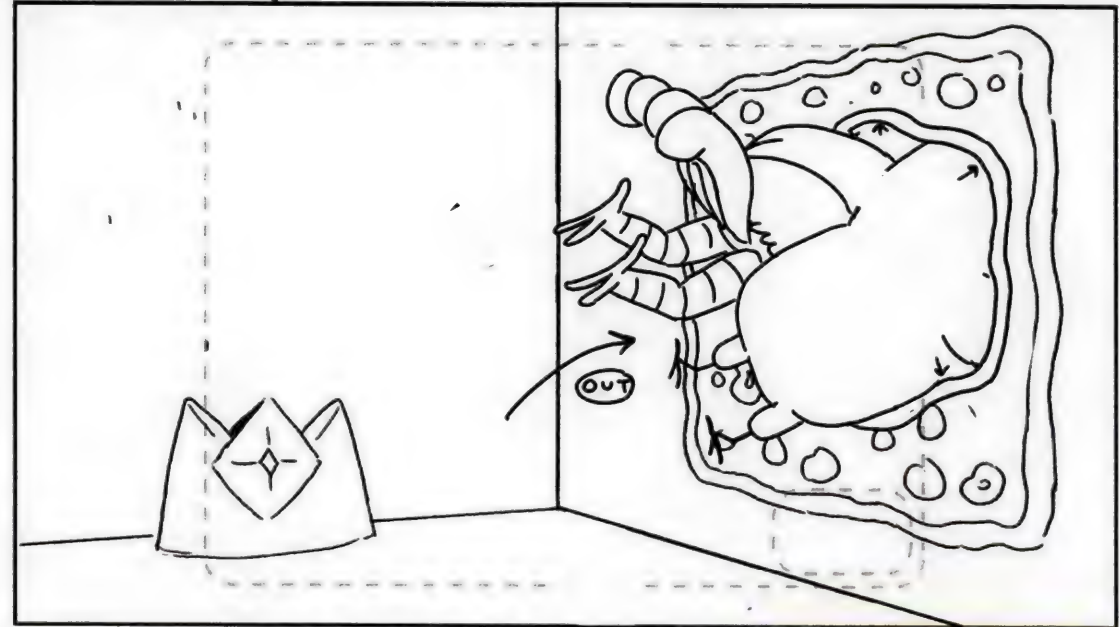


Sc. 135 CONT

Pnl. B

Bg.

day night



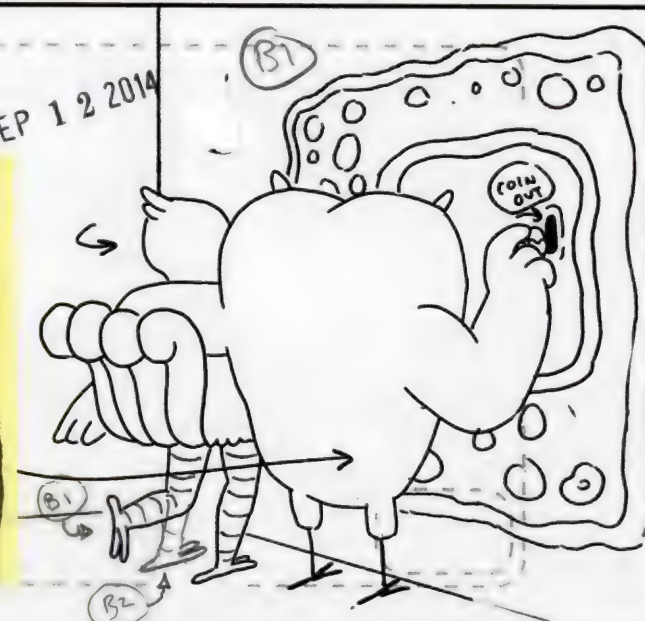
Dialog:

CO: HA HA THIS FEELS WEIRD. IT SEEMS LIKE YOU REALLY WANNA GO. IT'S OKAY TO FEEL MANIPULATED, RIGHT?

-CO GETS NERVOUS/  
APPREHENSIVE.



SEP 12 2014



-CO INSERTS  
TOKEN INTO PB DREAM.  
-DREAM FLASHES  
RED.



Production:

1025/196

EPISODE #

961/5201

1025-196

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1025/196

Handwritten notes in red ink: 'H2' and 'Cut'.

Handwritten notes in red ink: 'H2' and 'Cut'.

# ADVENTURE TIME



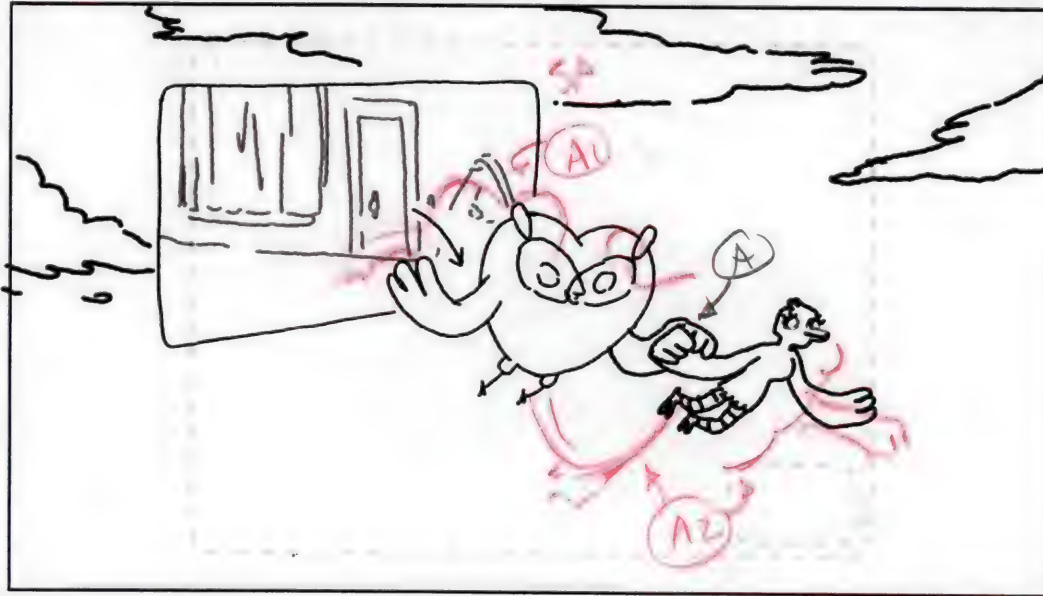
Page **310**

Sc. 136

Pnl. A

Bg.

day night

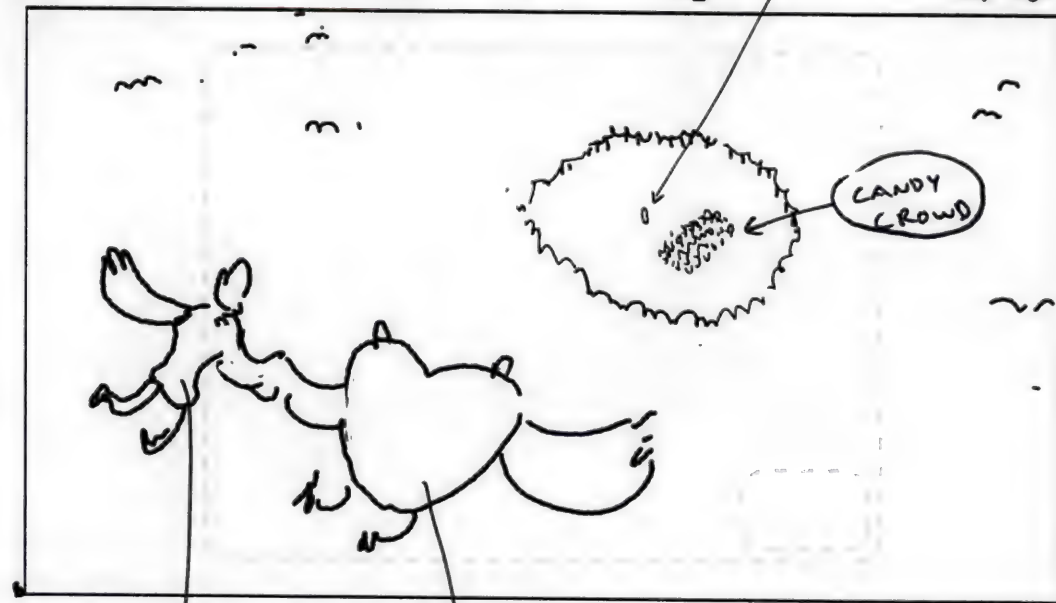


Sc. 137

Pnl. A

Bg.

day night



Dialog:

Action:

- CO + BW FLY INTO DREAM

THEY FLOAT HIGH ABOVE THE COTTON CANDY FOREST  
THERE IS A CROWD GATHERED IN A CLEARING.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

1025/196



1025/196

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# ADVENTURE TIME



HW  
CST

NO SC 139

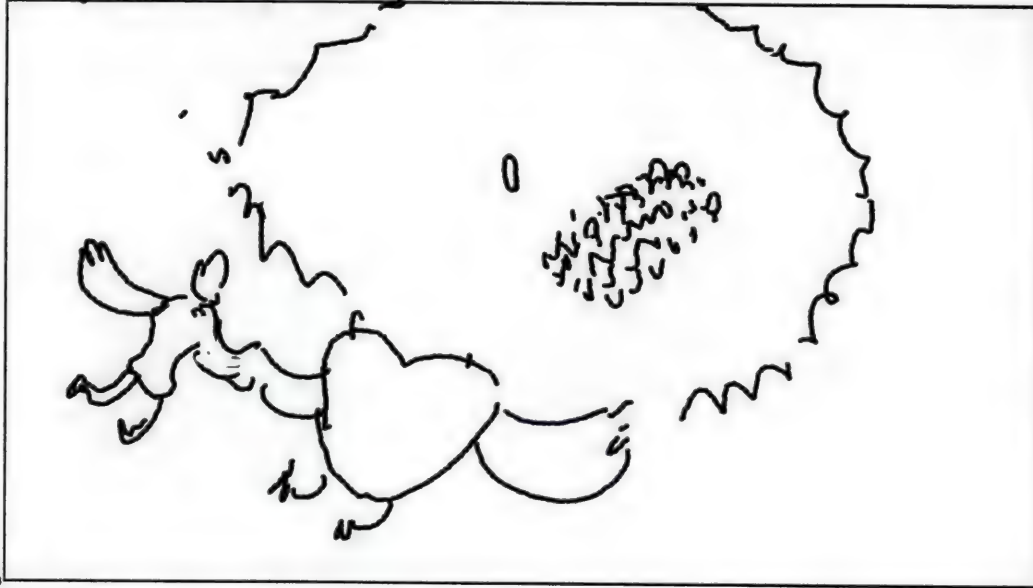
Sc. 137 CONT

Pnl.

B

Bg.

day night



Sc. 138

Pnl.

A

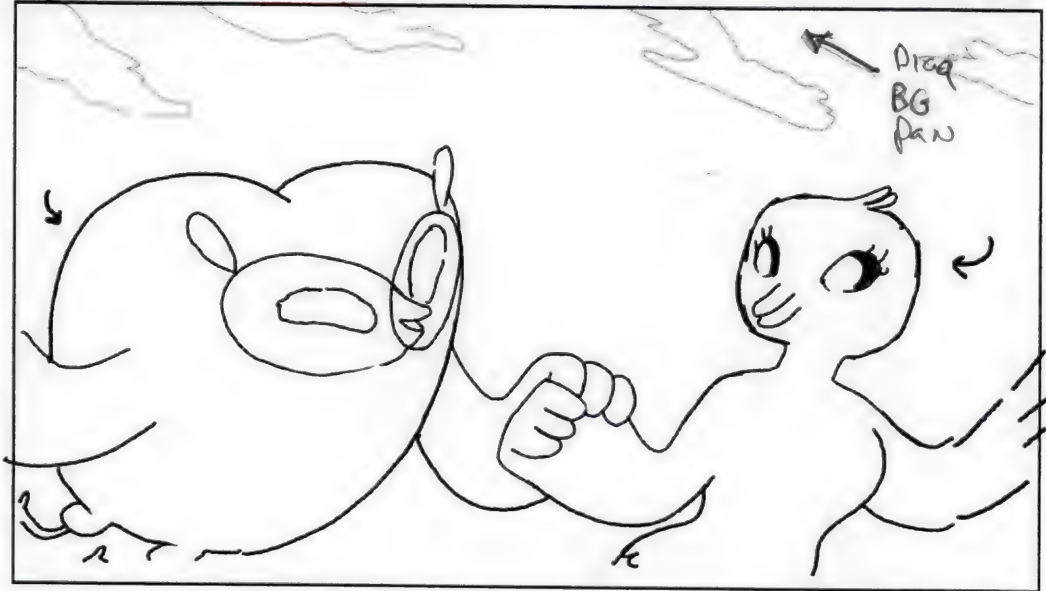
Bg.

Page

211

day night

HW



1025-196

EPISODE #

1025/196

Dialog:

C.O.: (WHISPER) PRINCESS BUBBLEGUM...

SEP 12 2014

Action:

- They GLIDE closer to the clearing.  
we see it's PB standing in front of a crowd of  
CANDY people.

- CO + BW  
LOOK AT  
EACH OTHER

Timing:



1025/196

ADVENTURE TIME



Page 212

HV  
Cut

Sc. Pnl. Bg. day night

Cut

Sc. Pnl. A Bg. day night

140

203 205 7 22 79 3 18 1 15 4 51 101

CB

EPISODE #

1025-196

1025/196

Dialog:

Action:

Timing:

SEP 12 2014

(AL)

- PB STANDS IN FRONT OF A CROWD OF CANDY people.  
THEY HAVE NO MOUTHS,  
- PB HAS A WATERING CAN BEHIND HER BACK.



Production :

1025/196

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1025/196



# ADVENTURE TIME



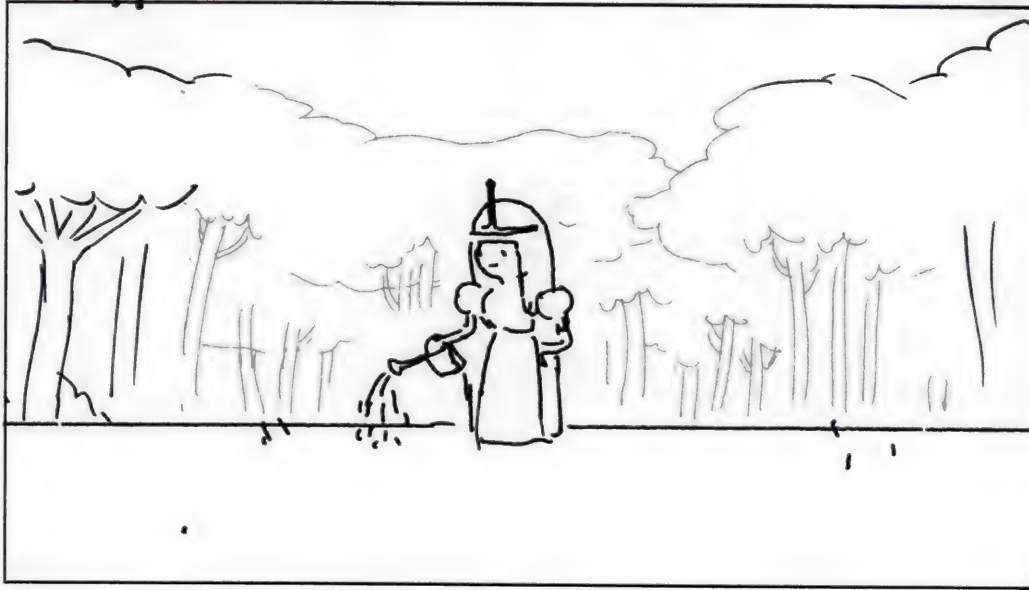
Page **213**  
day night

Sc. **141**

Pnl. **A**

Bg.

day night

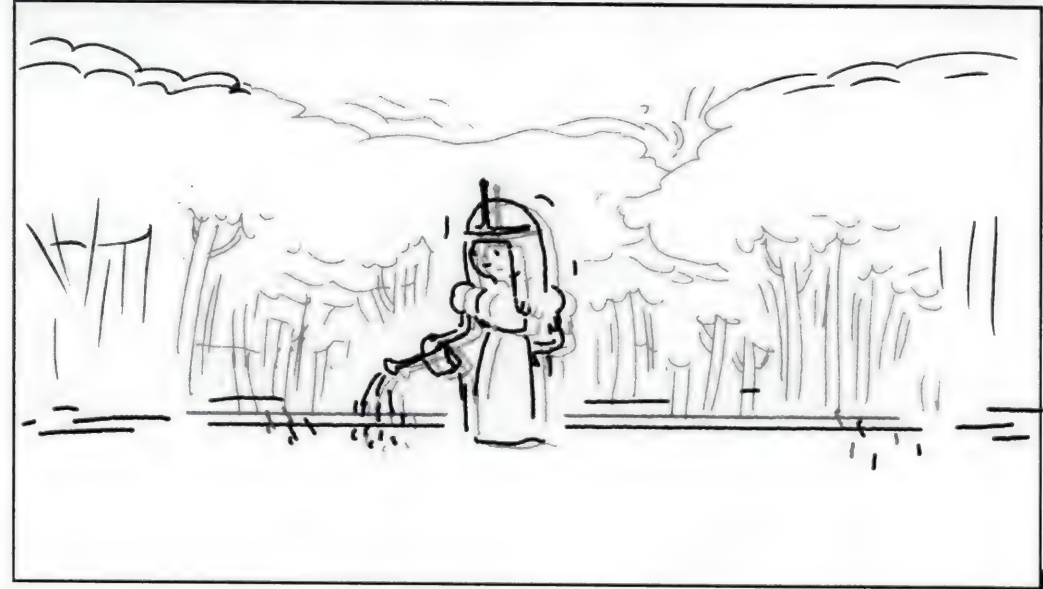


Sc. **141 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:



— PB WATERS THE GROUND

— GROUND STARTS TO SHAKE.

SEP 12 2014

Production :

EPISODE #

1025-196

1025/196

1025/196

1025/196

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*No Cut*

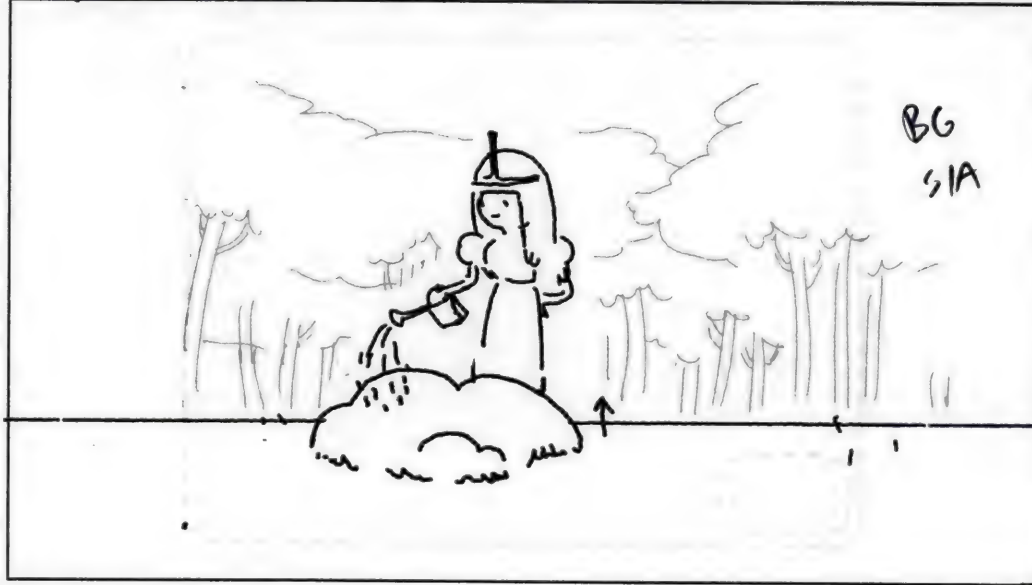
# ADVENTURE TIME



Sc. 141 CONT Pnl. C

Bg.

day night

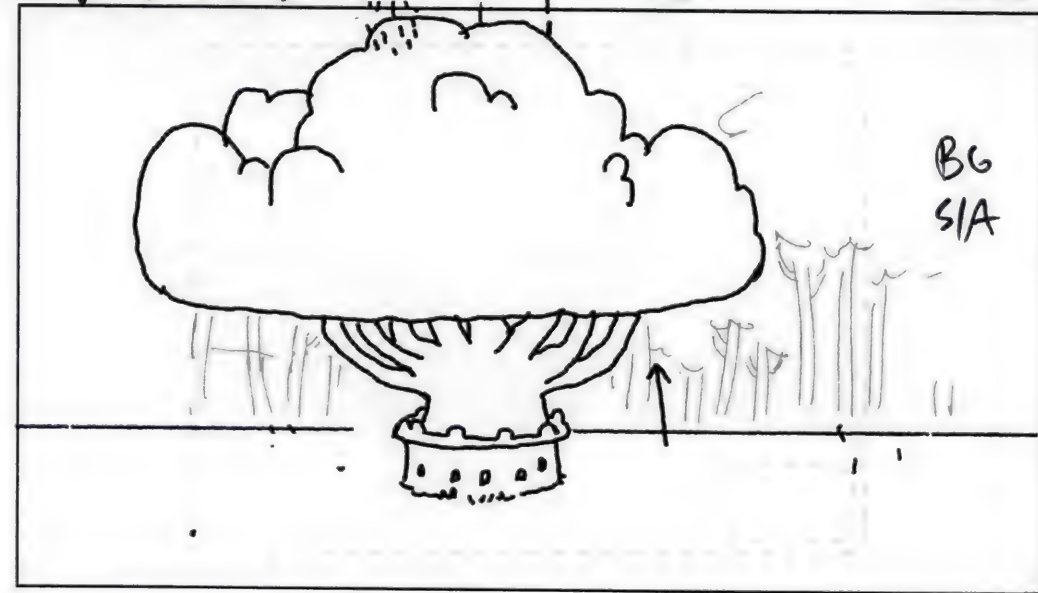


Sc. 141 CONT

Pnl. D

Bg.

Page 214  
day night



Dialog:

Action:

- The Candy Kingdom starts to grow out of the ground.

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

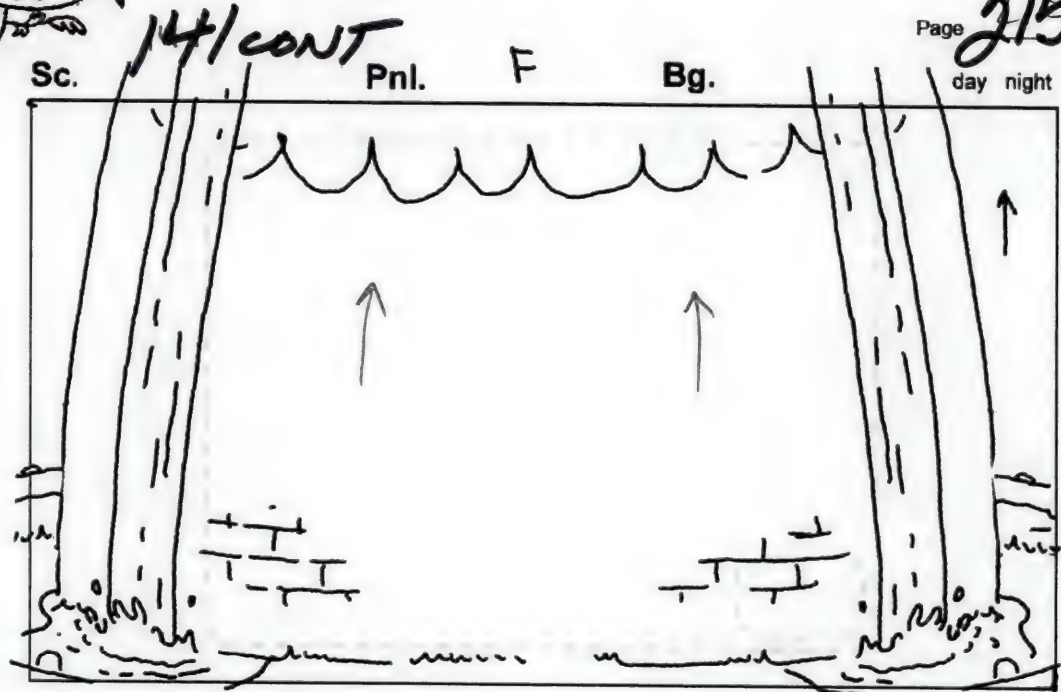
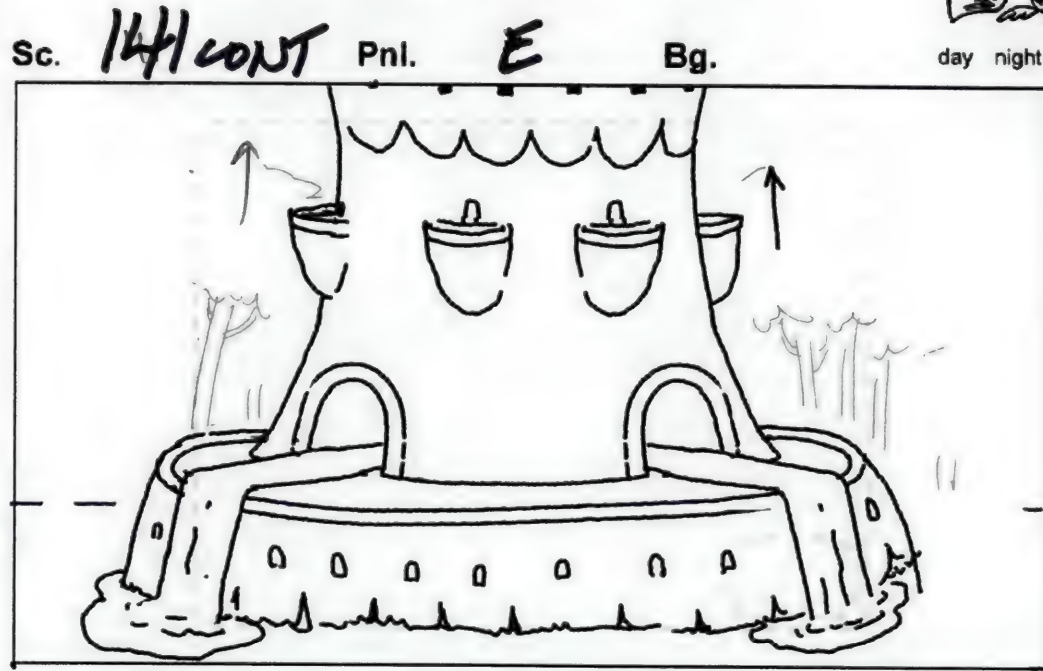
1025/196



# ADVENTURE TIME



Page **215**



Dialog:

Action:

- C.K. CONTINUES GROWING, CARRYING  
PB OFF/SCREEN,

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

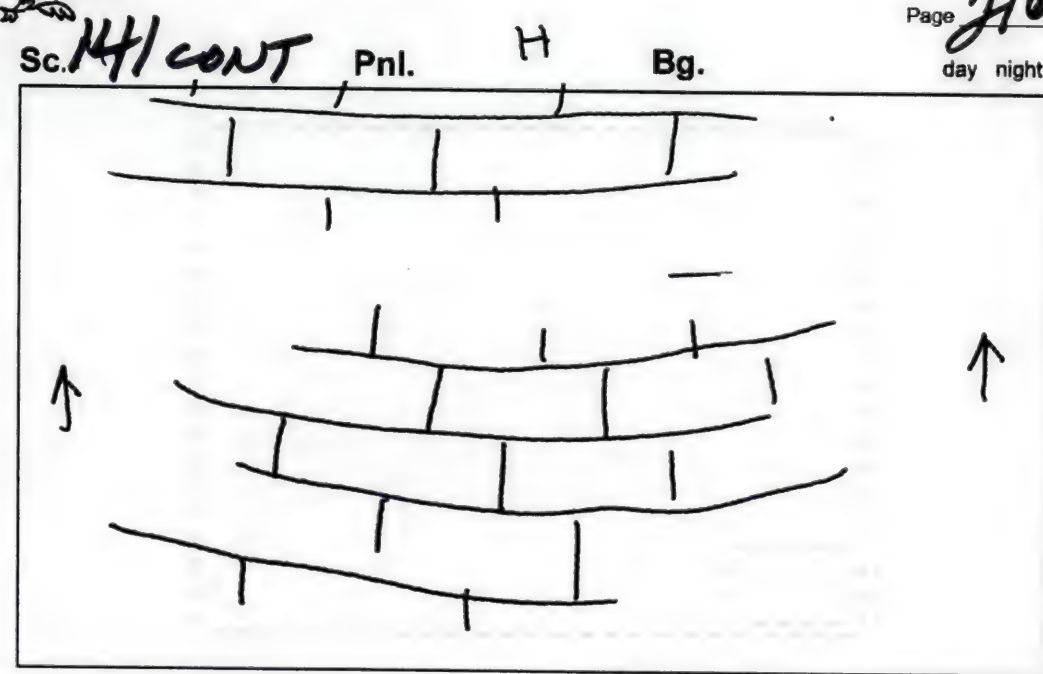
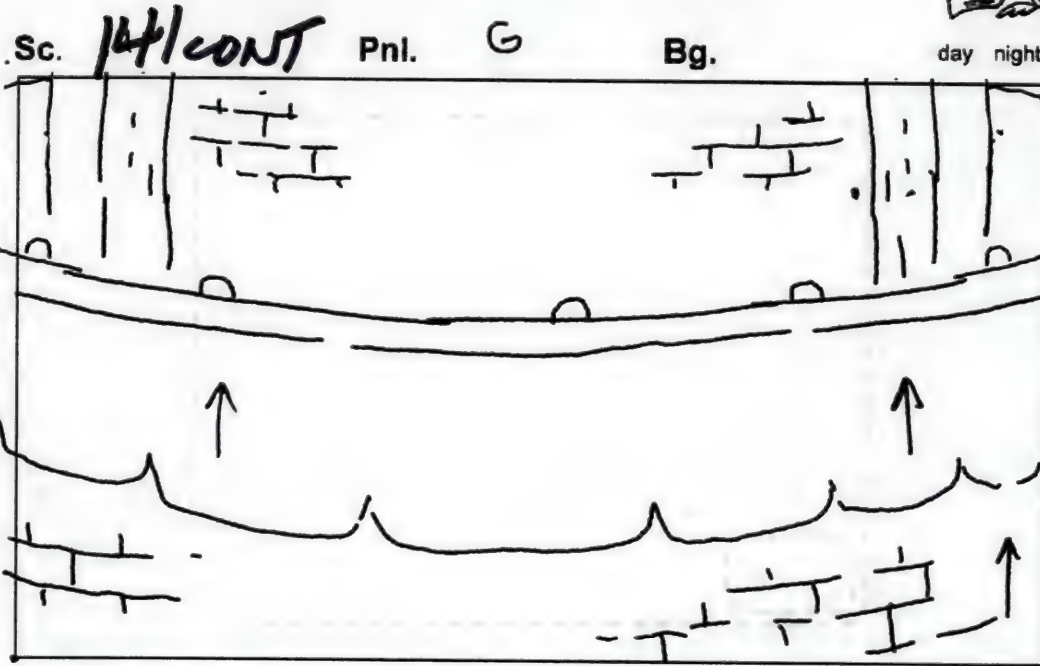
1025/196

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# ADVENTURE TIME



Page **216**  
day night



Dialog:

Action:

Timing:

SEP 12 2014

EPISODE #

Production :

1025-196

1025/196

1025/196

1025/196

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Dialog:

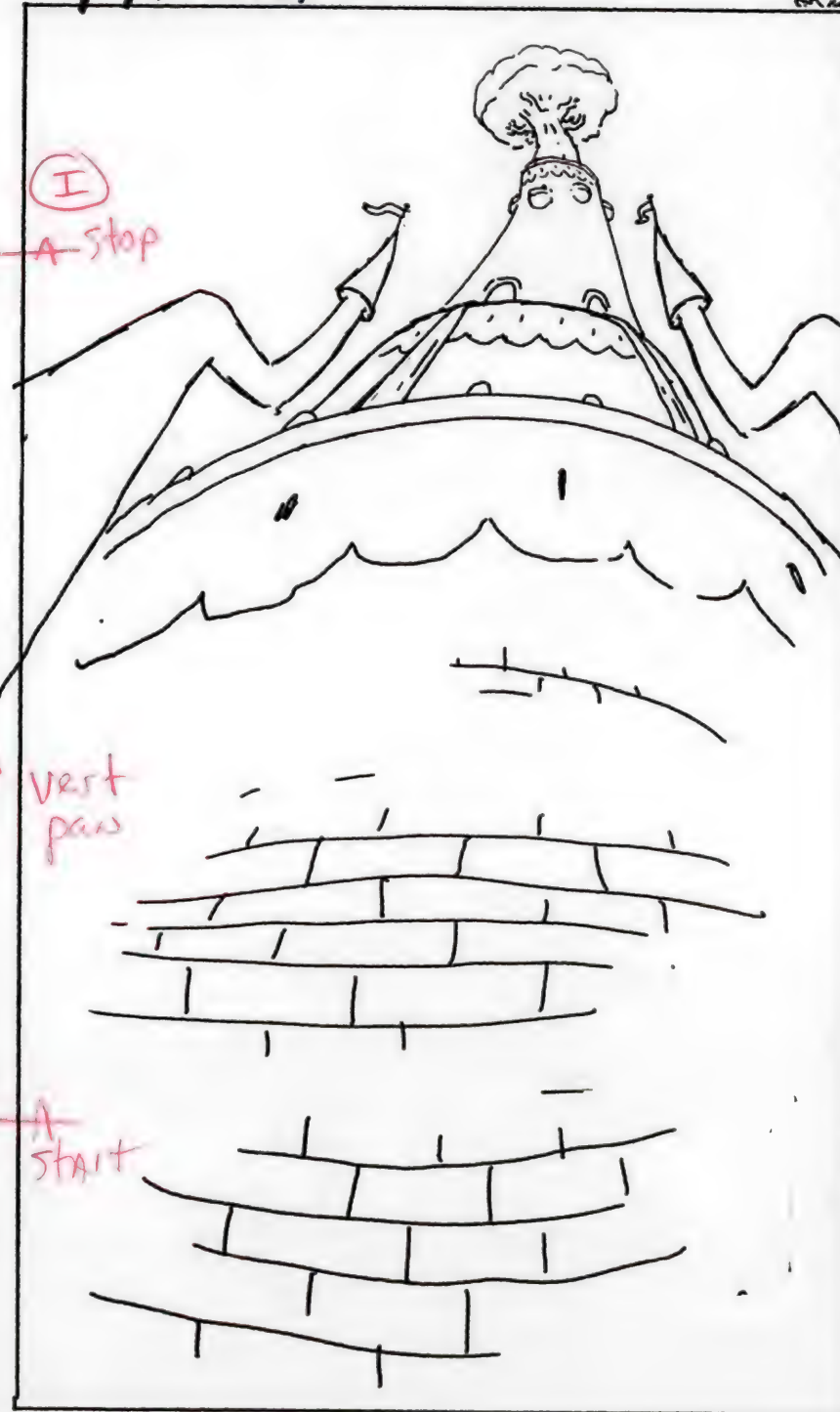
Action:  
camera pans  
up revealing  
tube tower.

Timing:

(I)  
A stop

↑  
vert  
pan

A  
start



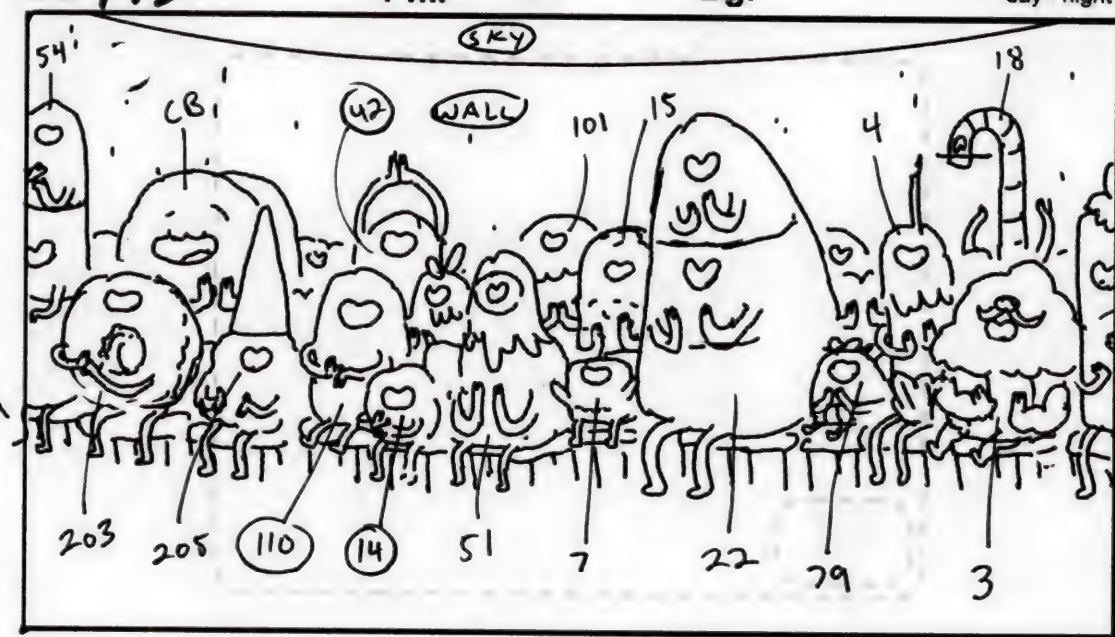
\*CIRCLED NUMBERS  
ARE NEW

Sc. 142

Pnl. A

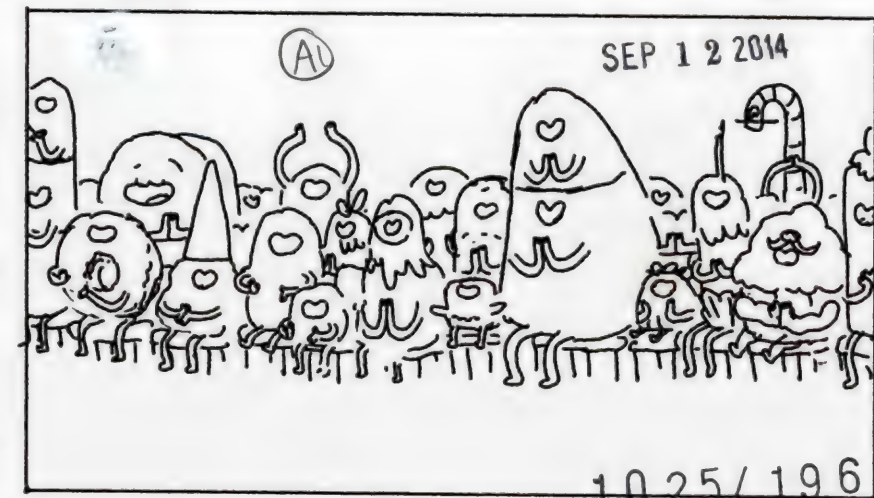
Bg.

Page 217  
NEXT  
day night



WALLA / CLAPPING & CHIFFERING.

(NOTE: CANDY PEOPLE  
HAVE NO EYES IN  
THIS SC.)



1025/196

1025-196

EPISODE #

601/5201



# ADVENTURE TIME



Sc. 142

(40) (3)

Pnl.

B

Bg.

(147)

(62)

day night

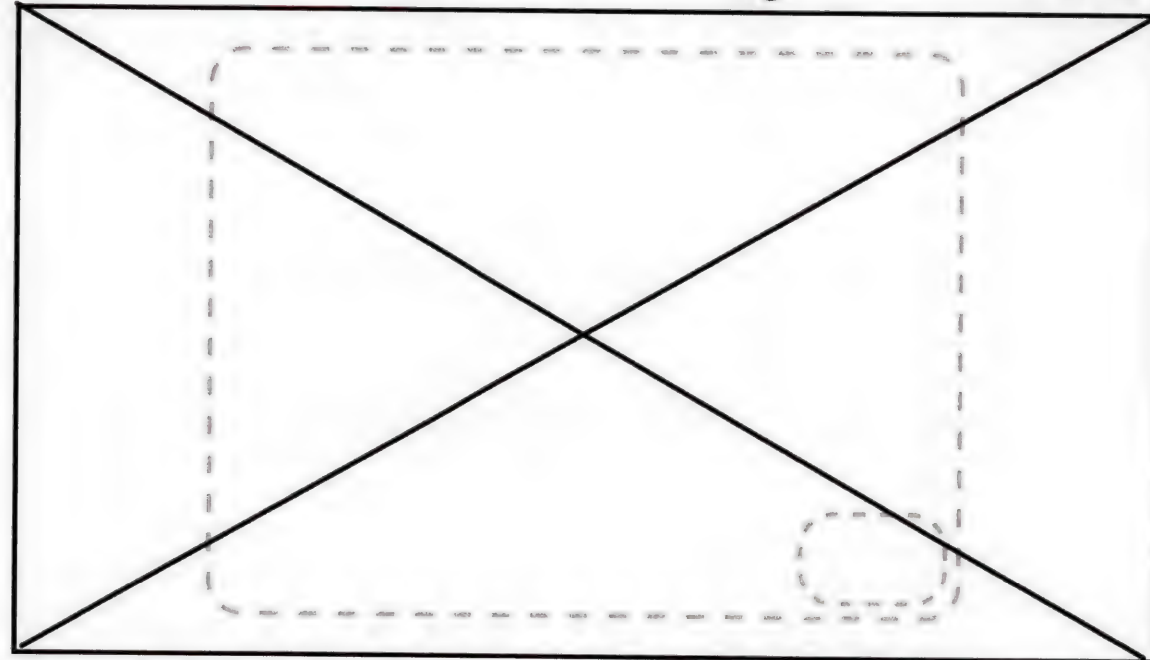
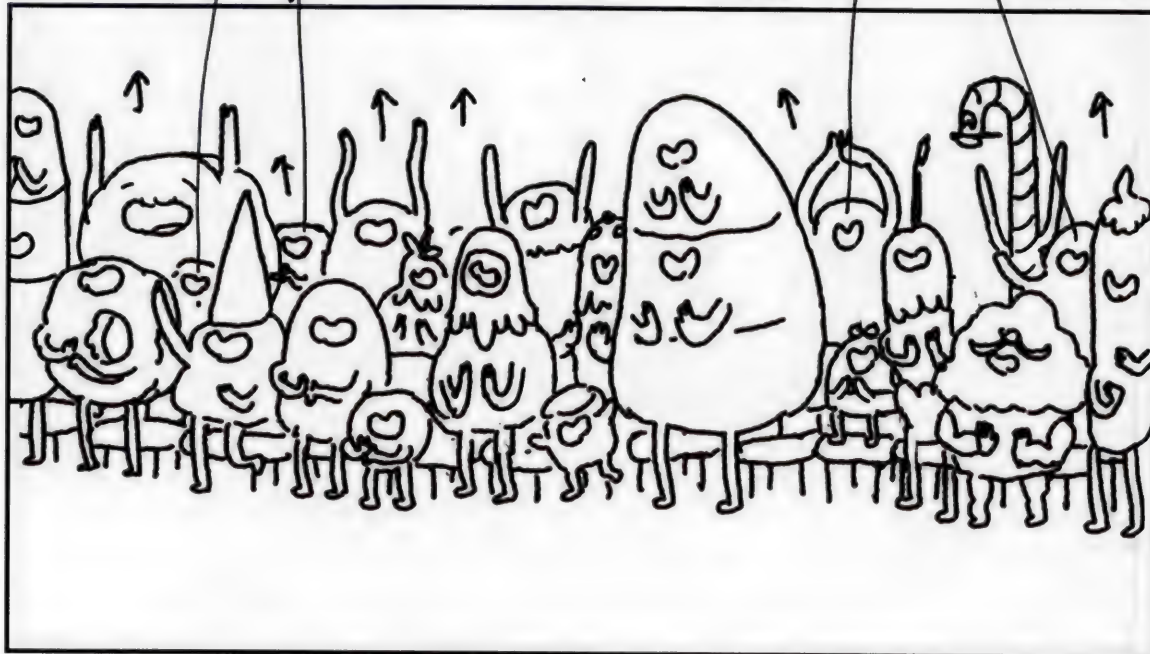
Sc.

Cut

Pnl.

Bg.

Page 217A  
218 NEXT  
day night



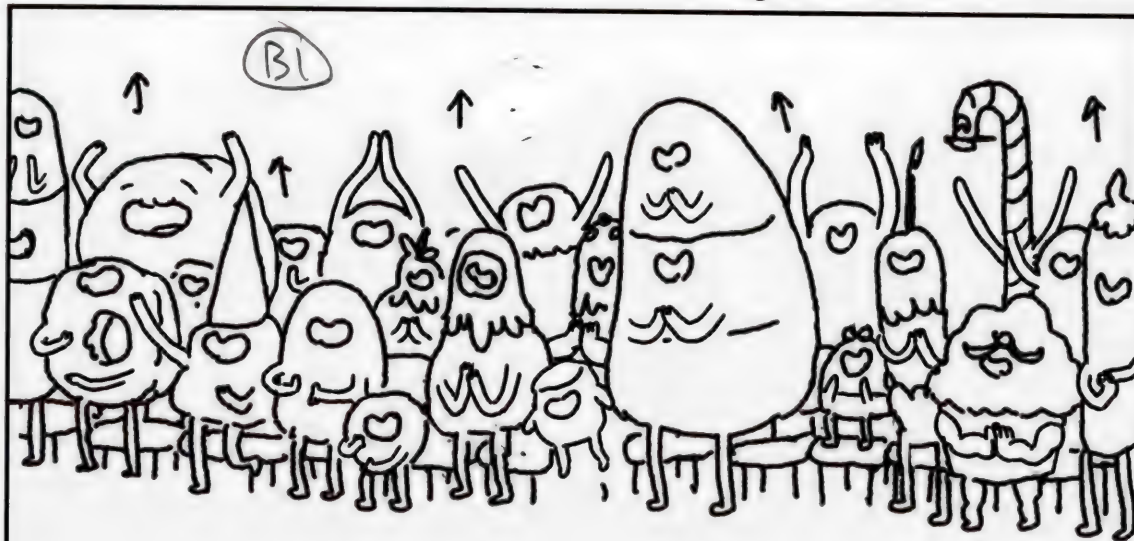
Dialog:

WALLA / CLAPPING & CHIFFERING.

Action:

-CYCLE

Timing:



SEP 12 2014

1025/196

EPISODE # 1025-196

Production:

1025/196



1025/196

Cut

# ADVENTURE TIME



144 Cut

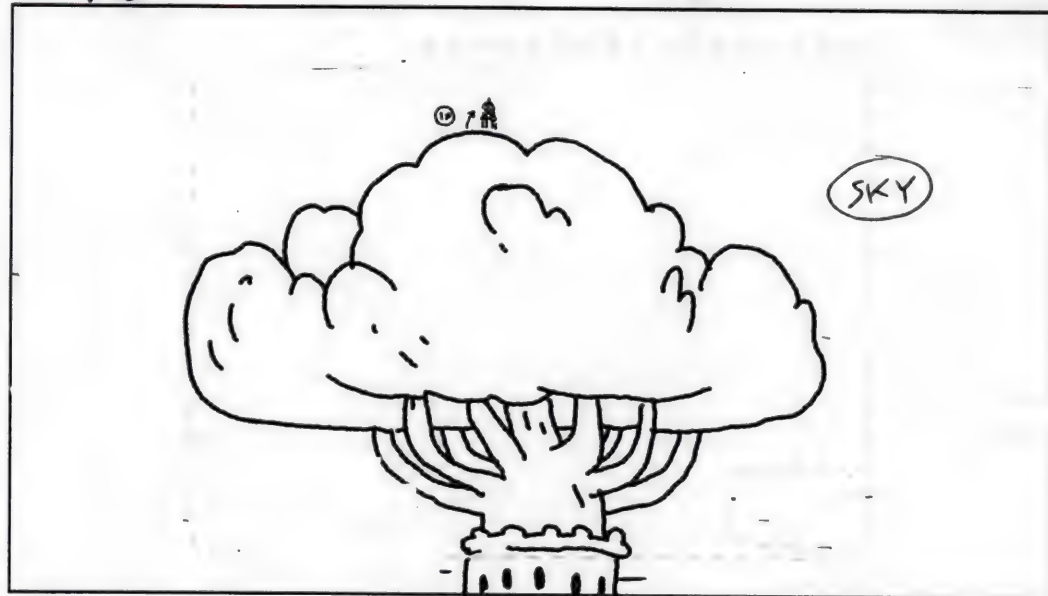
NO SC 145

Sc. 143

Pnl. A

Bg.

day night



Sc. 144

Pnl. A

Bg.

Page 218  
NO PG 219  
day night



Dialog:

SEP 12 2014

Action:

- PB WALKS up into view on top of  
the tree.

she Raises her Hands in  
Triumph.

Timing:



Production :

EPISODE #

1025-196

1025/196

1025/196

cut

# ADVENTURE TIME



Page 220

Sc. 146

Pnl. A

Bg.

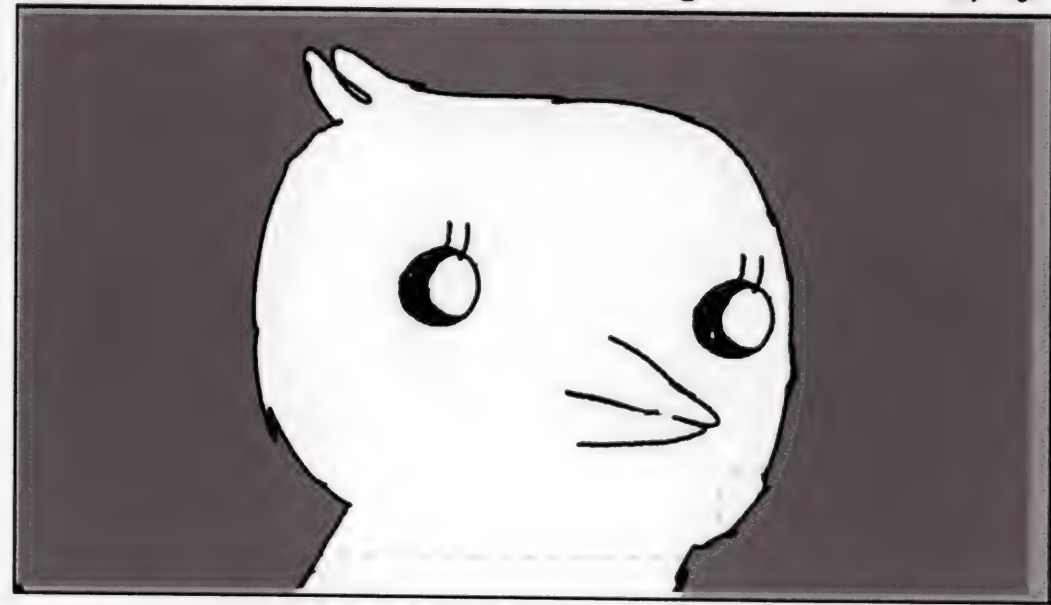
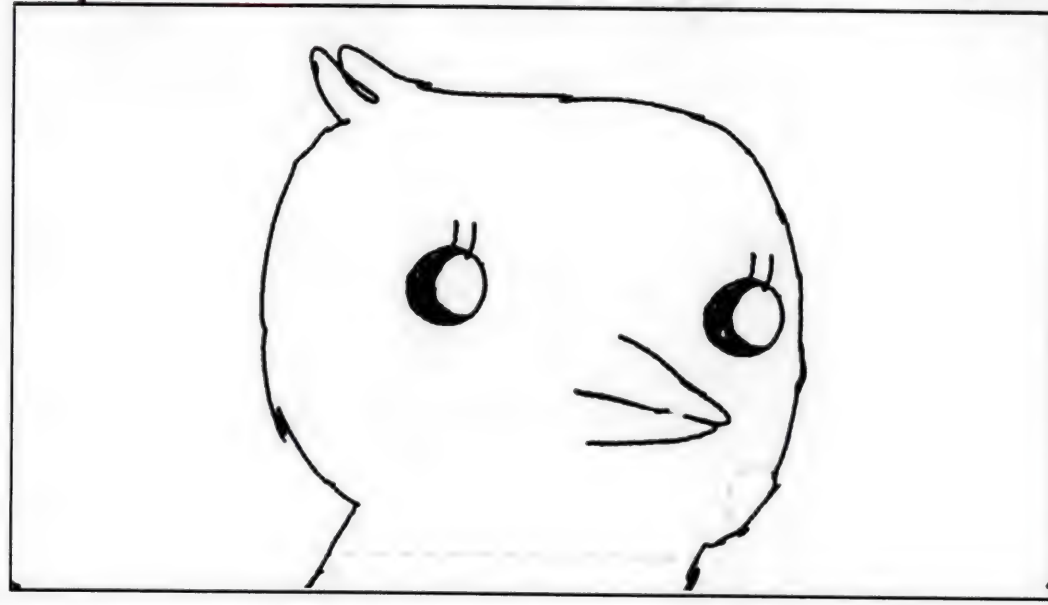
day night

Sc. 146 CONT

Pnl. B

Bg.

day night



Dialog:	
XX BG change/palette change	
Action:	- BW STARES - SKY BEGINS TO DARKEN BEHIND BIRD WOMAN.
Timing:	SEP 12 2014

cut

1025-196

EPISODE #

1025/196

Production :

1025/196

1025/196

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# ADVENTURE TIME



Sc.

147

Pnl.

A

Bg.

day night

Sc.

147 CONT

Pnl.

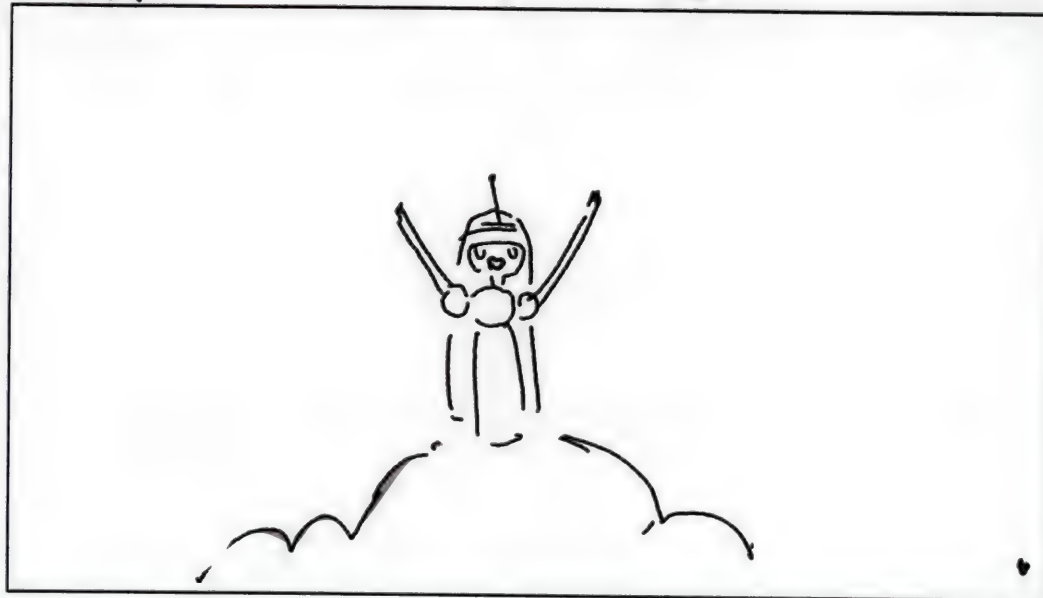
B

Bg.

Page

221

day night



Dialog:

PB/ Oh thank you.

PB / - THANK YOU

Action:

- PB STARTS BOWING.

- STORM CLOUDS ROLL IN. BEHIND PB.

SEP 12 2014

Timing:



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1025/196

Production :

1025/196

1025/196

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# ADVENTURE TIME



*Cut*

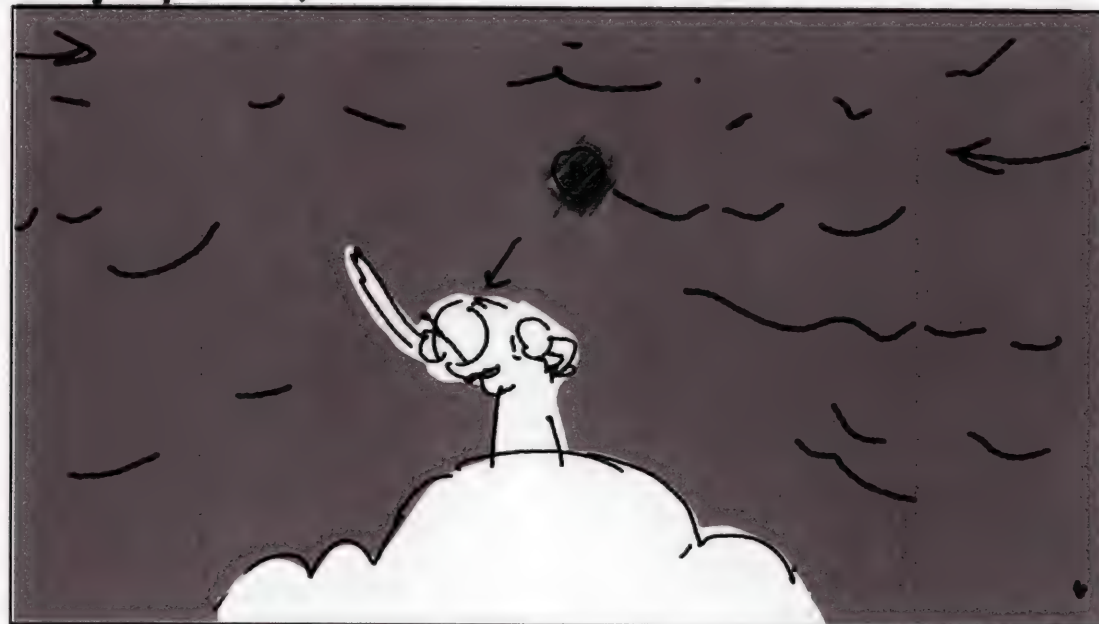
Page **277**

Sc. **147 cont**

Pnl. **C**

Bg.

day night

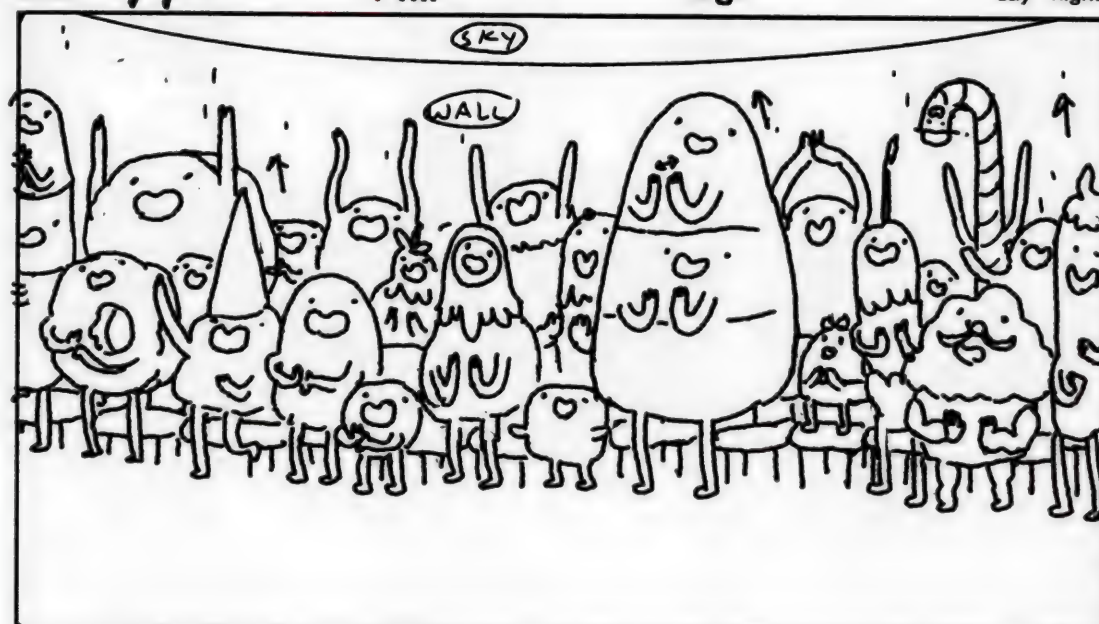


Sc. **148**

Pnl. **A**

Bg.

day night



Dialog:

**PB/ Thank you!**

Action:

**CLOUDS fill the SCREEN.**

Timing:



S/A (B) POS 142  
SEP 12 2014  
S/A POS (B1)  
SC 142

- CYCLE  
①, ②, ①, ②,  
etc.

SEE SC. 142  
FOR CALL-OUTS

EPISODE #

Production :

1025-196 901/5201

1025/196

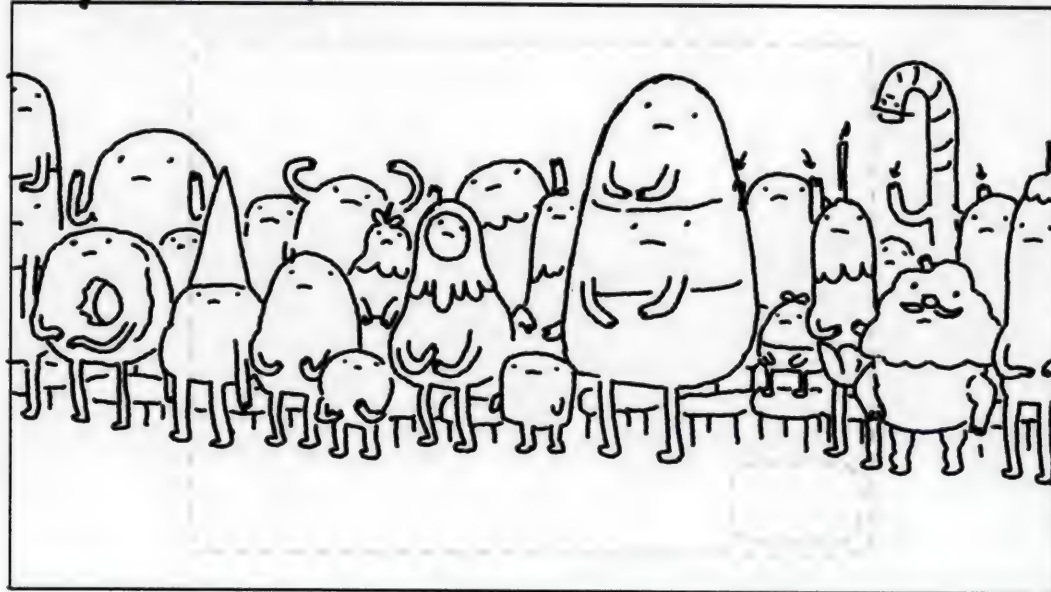


# ADVENTURE TIME

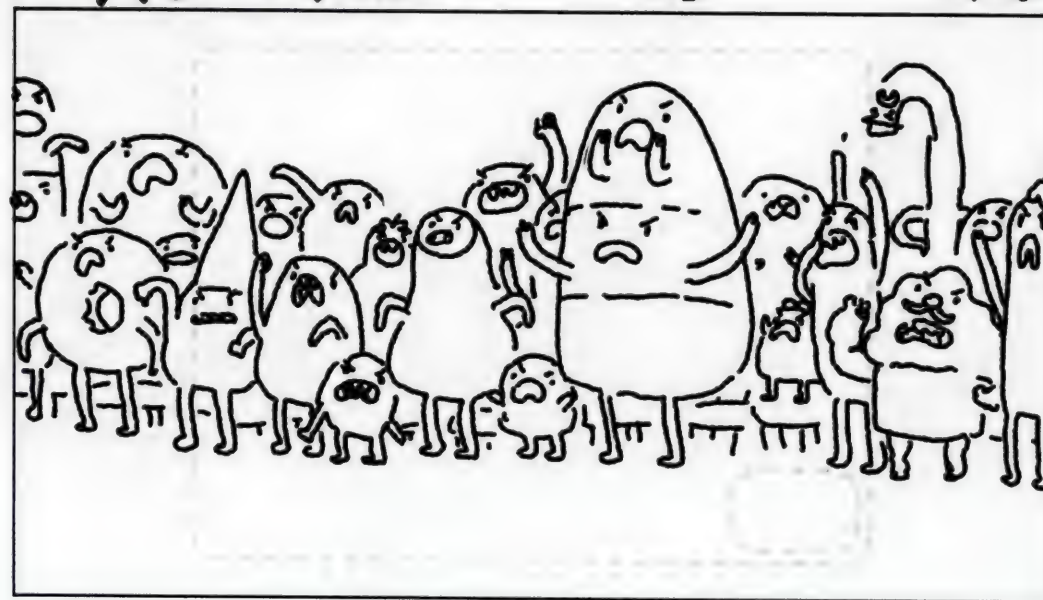


Page **223**  
day night

Sc. **148 CONT** Pnl. **B** Bg. day night



Sc. **148 CONT** Pnl. **C** Bg. day night



Dialog:

WALA / [JEERS!]

SEP 12 2014

Action:

- CROWD STOPS CHEERING.

- CHEERING TURNS TO JEERING.  
- CROWD STARTS TUSSING ROTTEN TOMATOES.

Timing:



on:

1025-196

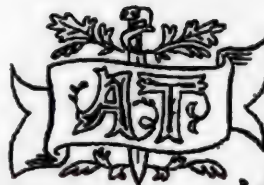
EPISODE #

1025/196

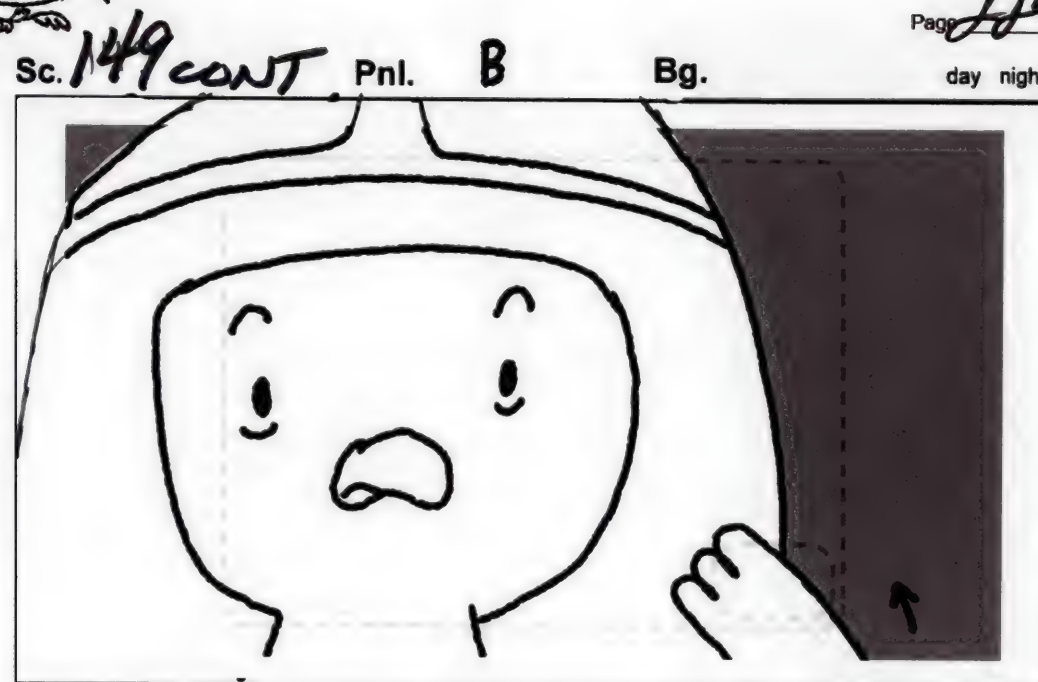
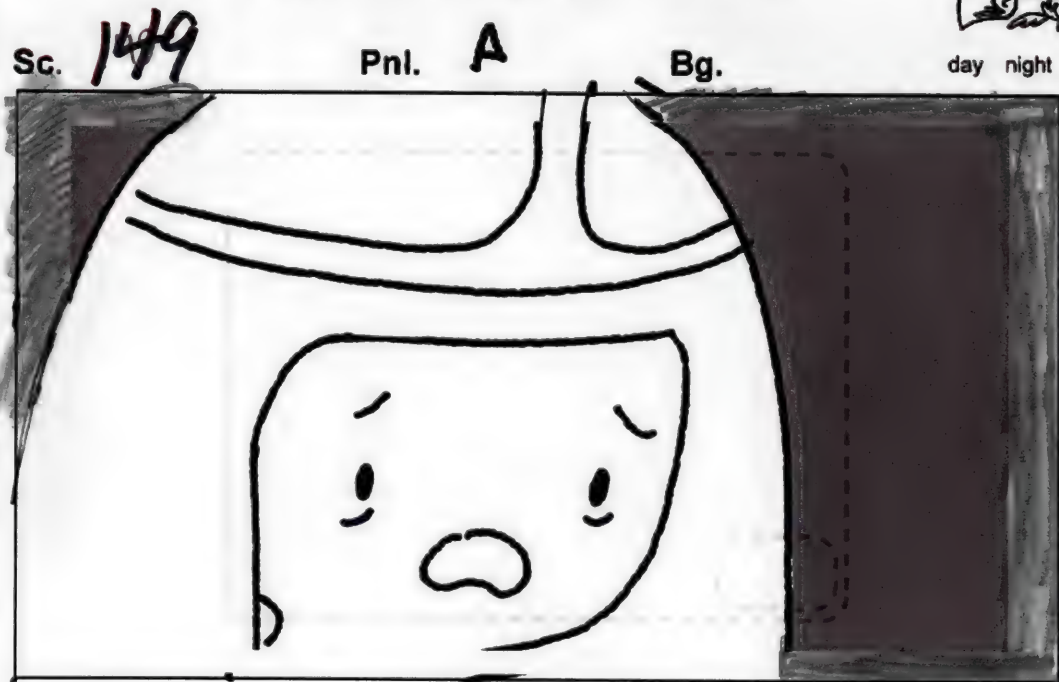
1025/196

1025/196

# ADVENTURE TIME



Page 224



Dialog:

PB / "no!!"

PB: After all I've done for you?!

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

1025-196

1025/196

1025/196

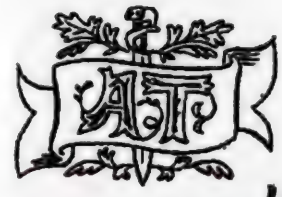
1025/196

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Ho  
cut

# ADVENTURE TIME



Page **225**

Sc. **150** Pnl. **A** Bg. day night



Sc. **150 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



SFX / \*splat.\* PB: UGH!

- TOMATO HITS PB

- 2<sup>ND</sup> TOMATO FLIES PAST PB SEP 12 201

cut

1025-196

EPISODE #

Production :

1025/196

1025/196  
1025/196

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1025/196

Cut

ADVENTURE TIME

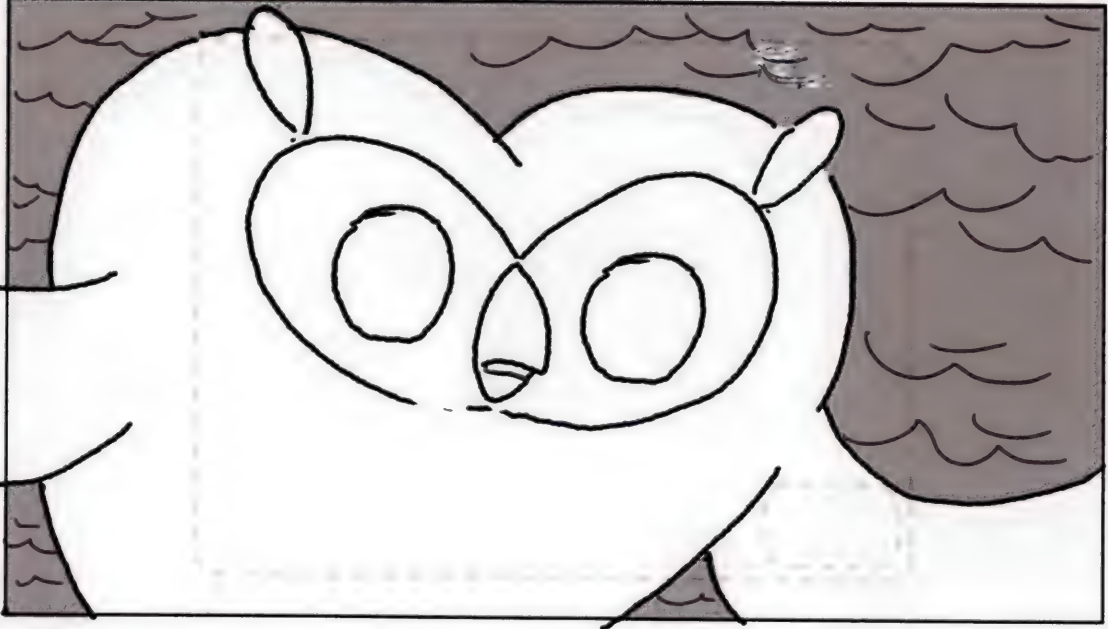


Sc. 151

Pnl. A

Bg.

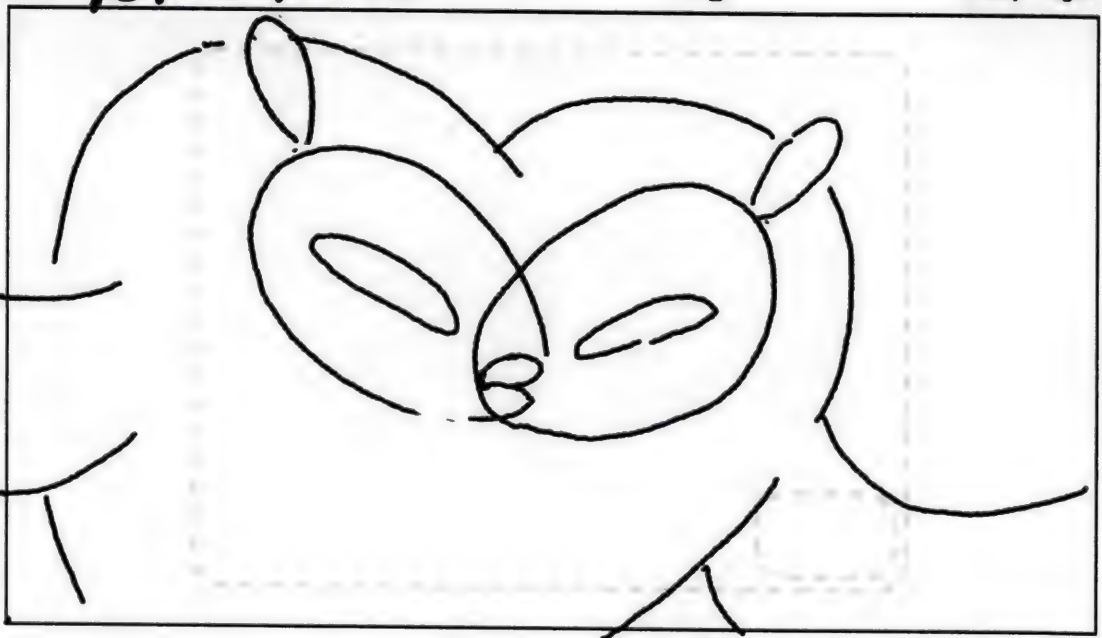
day night



Sc. 151/CONT

Pnl. B

Bg.



Page 226  
226A NEXT

Dialog:

CO : WHA —

CO / SOME THINGS WRONG ...

Action:

Timing:

SEP 12 2014

Production :

EPISODE #

1025-196 1025/196

1025/196

1025/196

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# ADVENTURE TIME



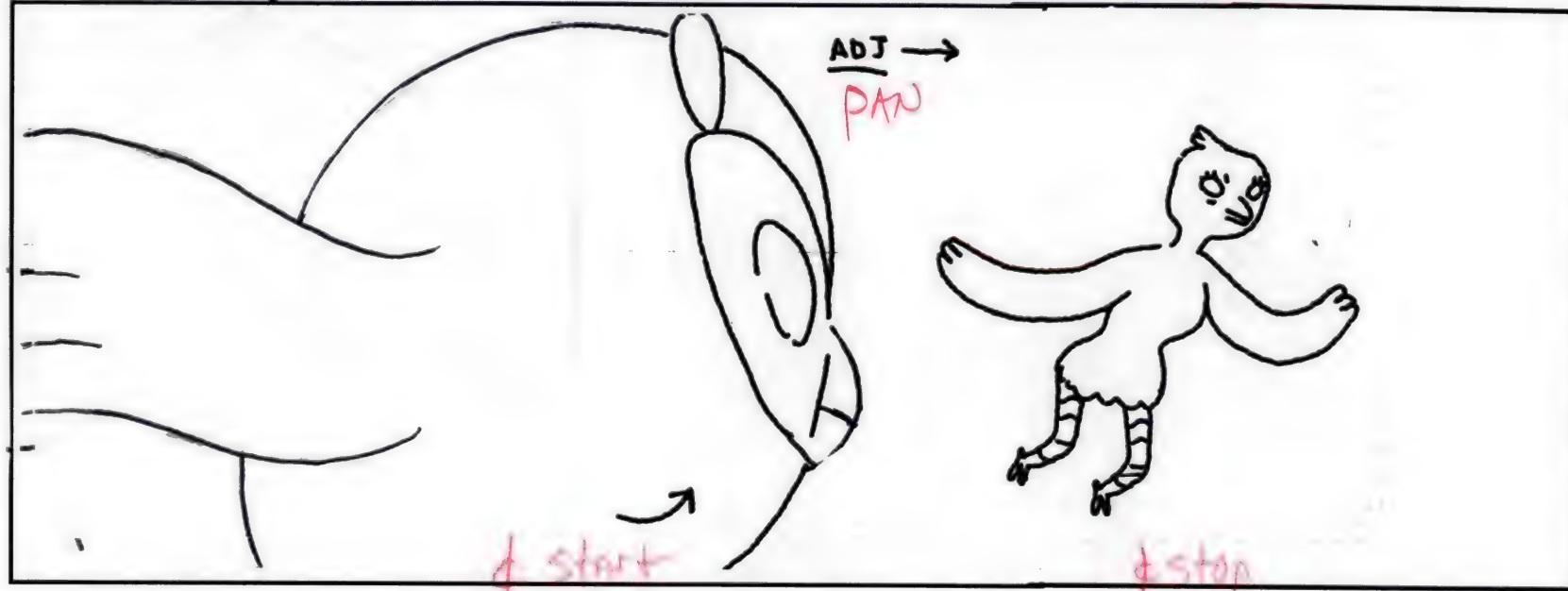
Page 226A  
227NEXT

Sc. 151 *CONT* Pnl.

Bg.

day night

*C*



Dialog:

Action:

Timing:

SEP 12 2014

EPISODE #

Production:

1025/196

1025/196

1025/196

# ADVENTURE TIME



Page 227 271A Next HW cat

Sc. 15/cont Pnl. D Bg. day night



Sc. 15/cont Pnl. E Bg. day night



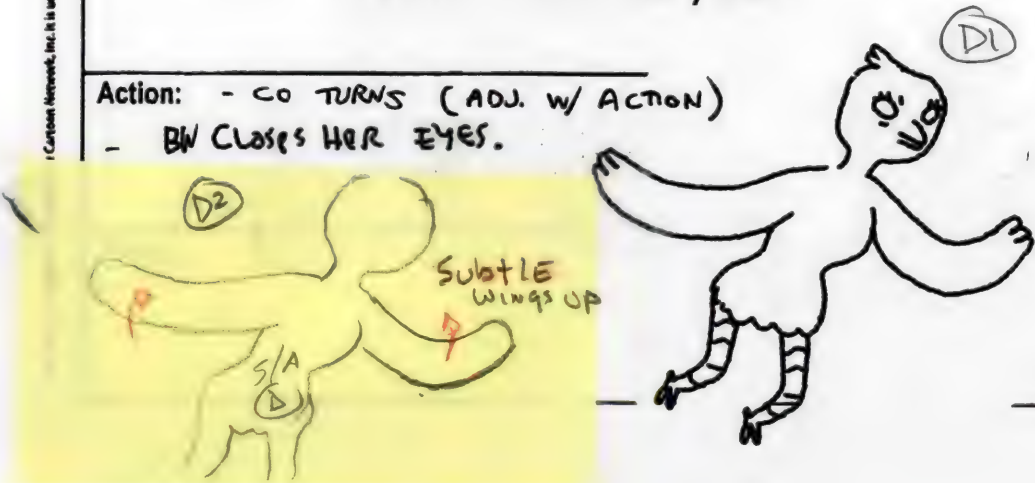
Dialog:  
CO: Does this dream seem weird to you?

Action: - CO TURNS (ADJ. W/ ACTION)  
 - BW Closes HER EYES.

SFX: \*SHOOOOO\*

- A DARK EVIL AURA RISES up out of BW

SEP 12 2014



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EPISODE #

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Production :

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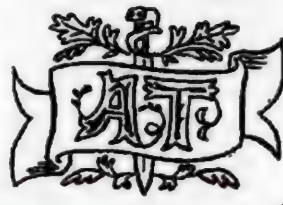
1025/196

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Hu  
Cut

# ADVENTURE TIME

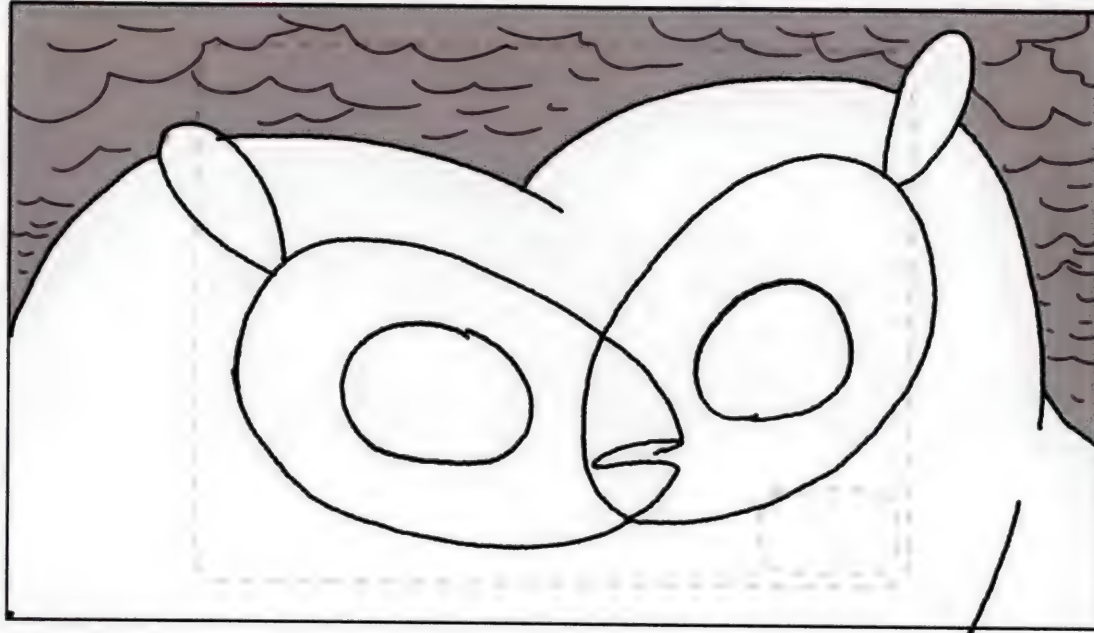


Sc. 151A

Pnl. A

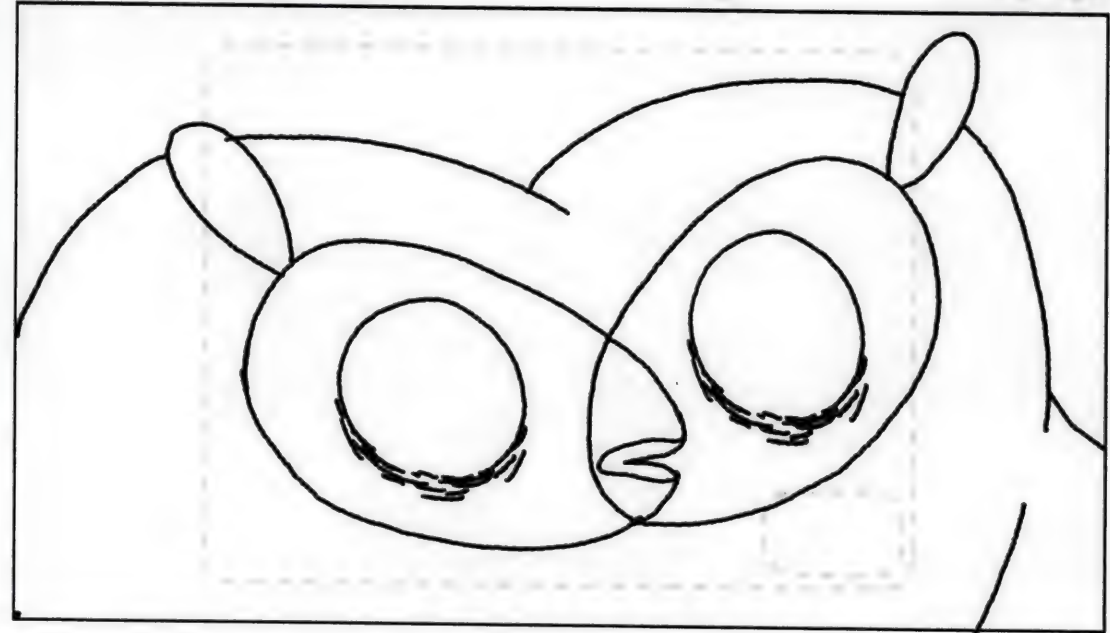
Bg.

day night



Sc. 151A *CONT* Pnl. B

Bg.



Dialog:

Co: HOO!

Action:

Co LOOKS ON IN HORROR. SEP 12 2014

Timing:

Page 227A

*228 NEW*  
day night

Hu  
Cut

EPISODE #

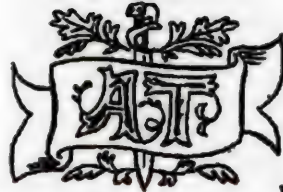
Production :

1025-196 961/5201

1025/196

Hu  
cut

# ADVENTURE TIME



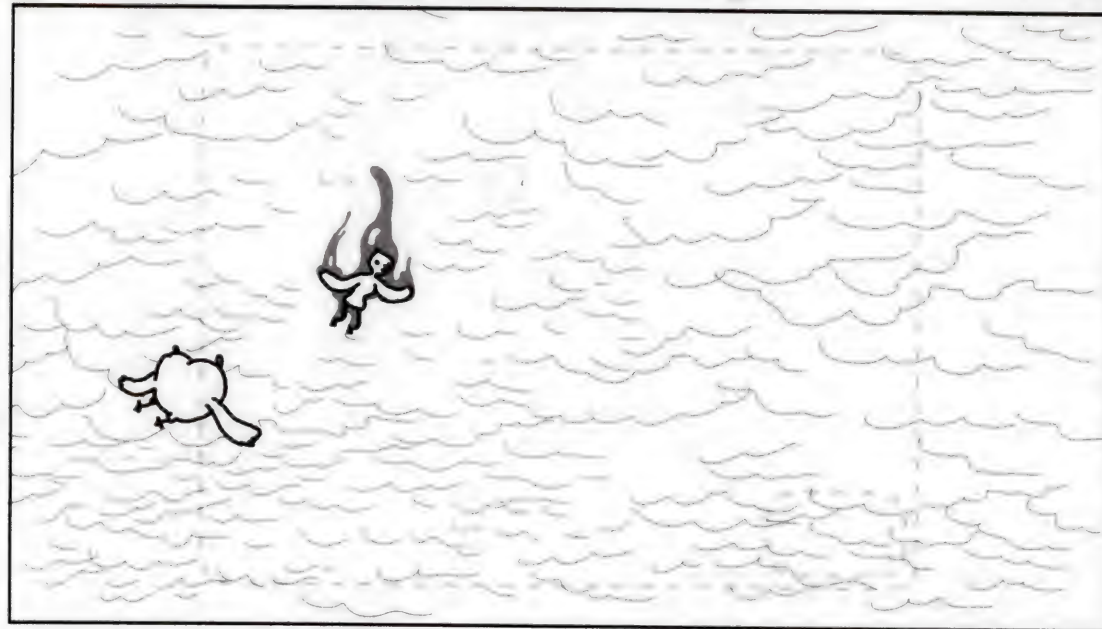
Sc. 152

Pnl.

A

Bg.

day night



Sc. 152 CONT

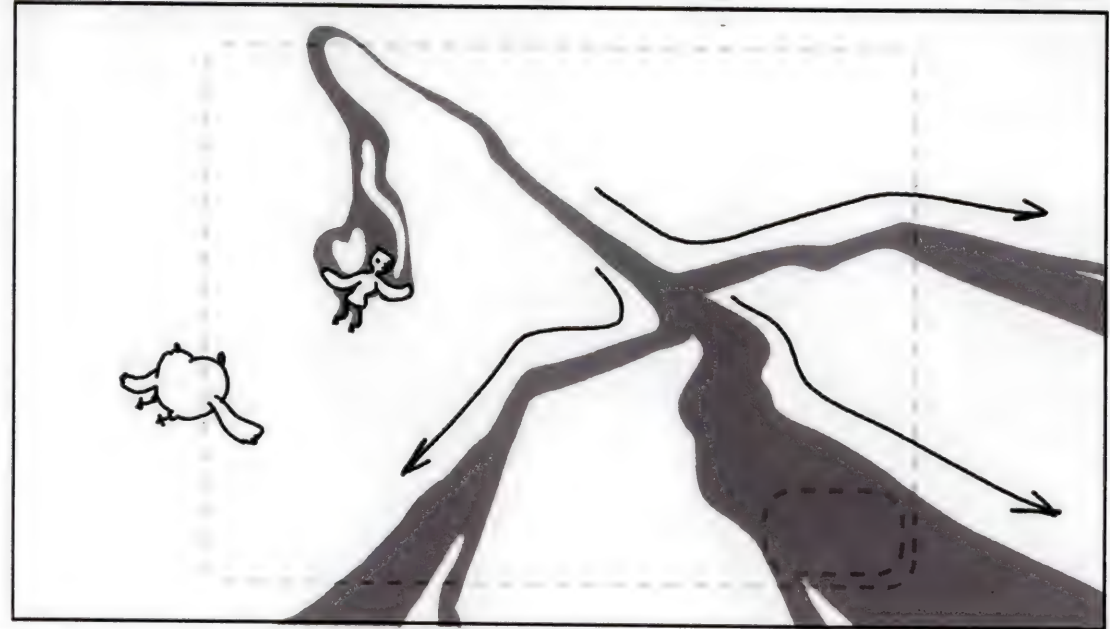
Pnl.

B

Bg.

Page 228

day night



Dialog:

SFX: \* CHOOOM! \*

Action:

The AVRA shoots off in 3 directions.

SEP 12 2011

Timing:



EPISODE #

Production :

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1025/196

1025/196



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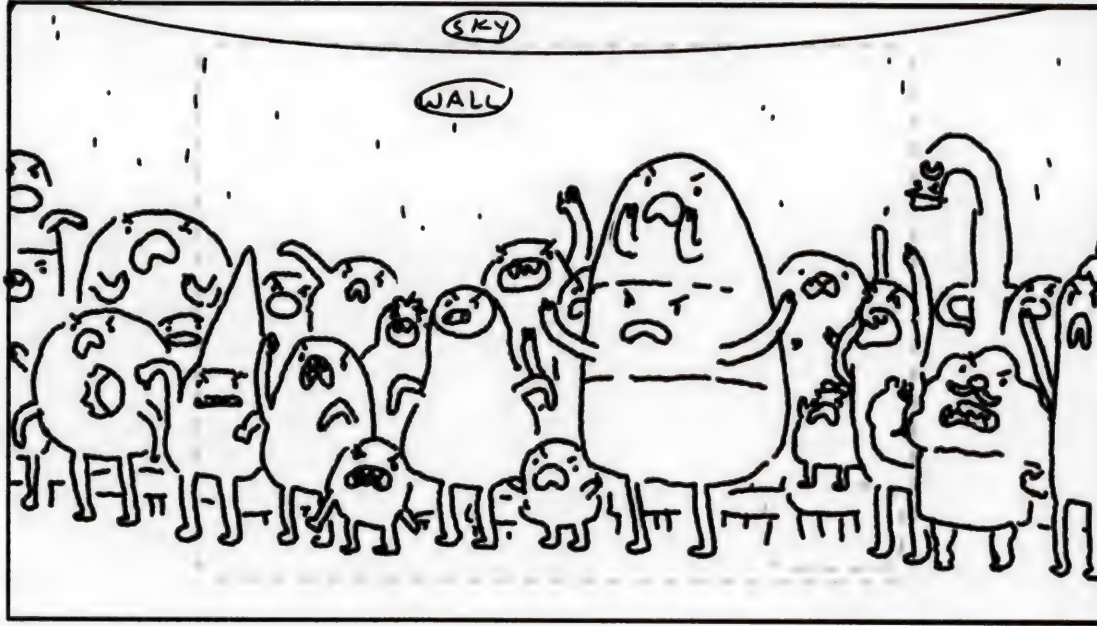


Sc. **153**

Pnl. **A**

Bg.

day night



Sc. **153 CONT**

Pnl. **B**

Bg.

day night



Dialog:

WALA/ JERRING!

Action:

-SEE SC. 142 FOR CHAR. CALLOUTS. - EVIL AURN COMES IN AND TOUCHES the candy folk.

SEP 12 2014

Timing:

1025-196

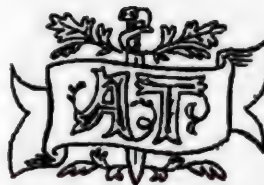
EPISODE #

1025/196

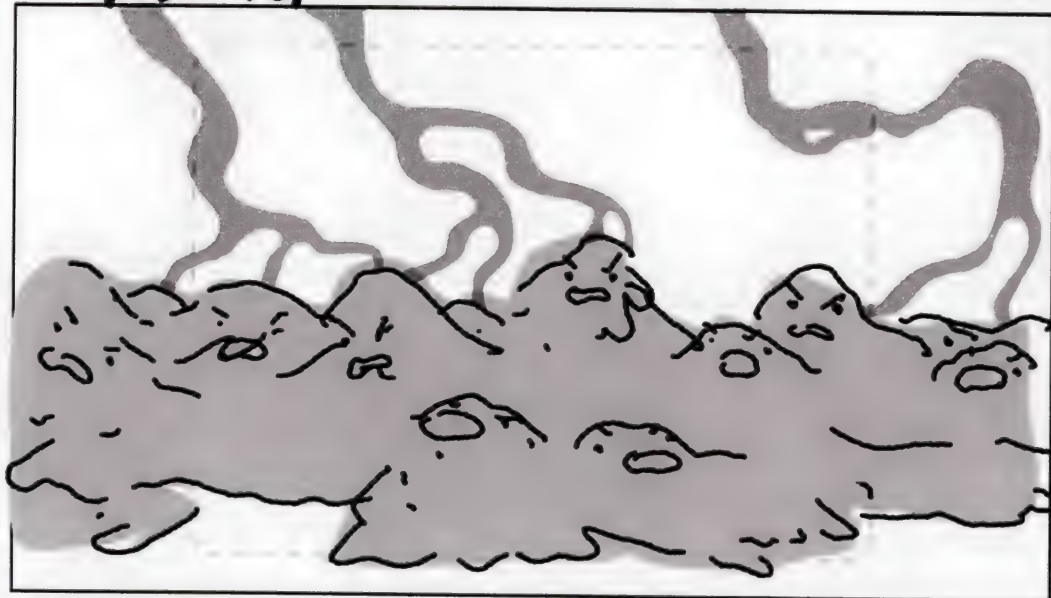
Production :

1025/196

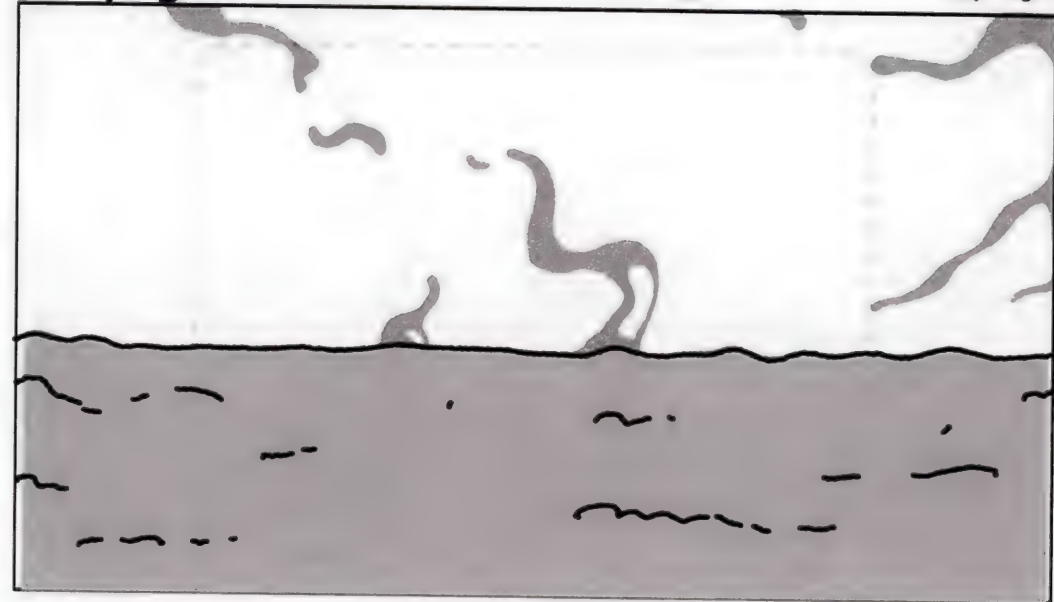
# ADVENTURE TIME



Sc. **153 cont** Pnl. **C** Bg. day night



Sc. **153 cont** Pnl. **D** Bg. day night



Dialog:

SFX: \* SPL TTT \*

Action:

- CANDY PEOPLE MELT DOWN  
INTO ORANGE GOO.

SEP 12 2014

Timing:

*Handwritten:* Hu  
CUT

1025-196

EPISODE #

1025/196

Production :

1025/196



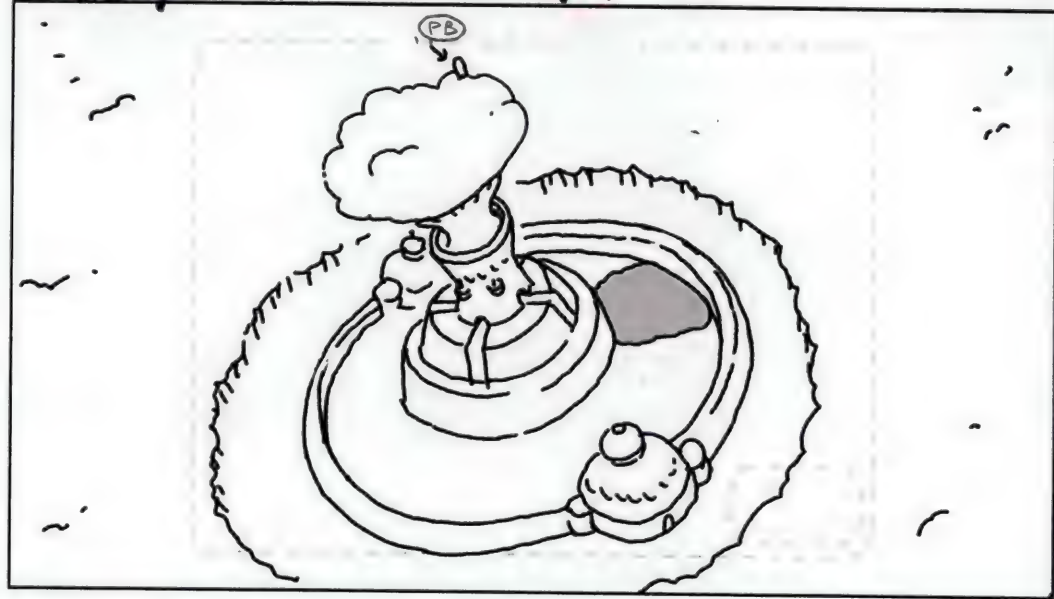
# ADVENTURE TIME



Sc. **154**

Pnl. **A** Bg.

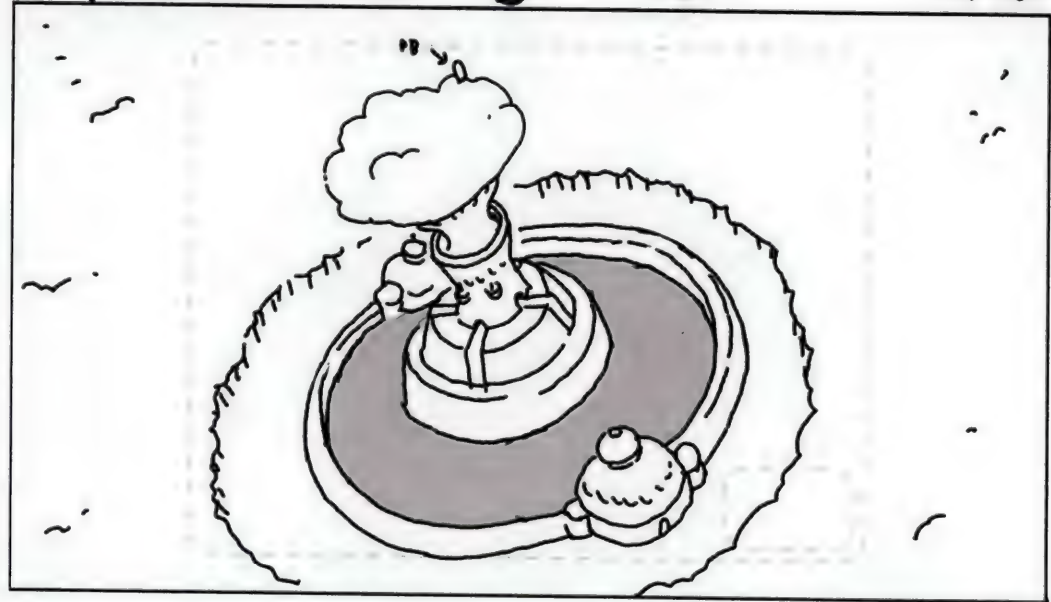
day night



Sc. **154 cont**

Pnl. **B** Bg.

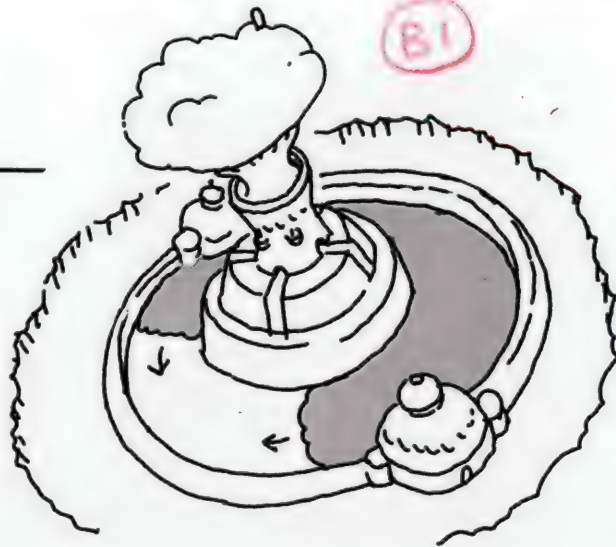
day night



Dialog:

Action: - the goo spreads all surrounding the castle.

Timing:



SEP 12 2014

Production :

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EPISODE #

1025/196

1025/196

1025/196

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ADVENTURE TIME



Sc. 155

Pnl. A

Bg.

day night



Sc. 155 CONT

Pnl. B

Bg.



Dialog:

PB: NO ...I WORKED SO ...

PB / HARD...

Action:

- leaves on the tree start flying off.

SEP 12 2014

Timing:

Production :

EPISODE #

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1025/196

1025/196

1025/196

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Cut  
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ADVENTURE TIME

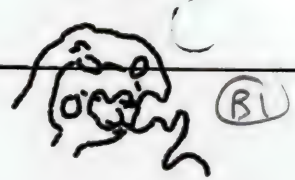


Sc. 157 Pnl. A Bg. day night



Sc. 157 CONT Pnl. B Bg. day night



Dialog:	
SEP 12 2014	
Action:	- DARK AURA HAS ENGULFED BW. - A FACE APPEARS IN THE psychic energy.
Timing:	

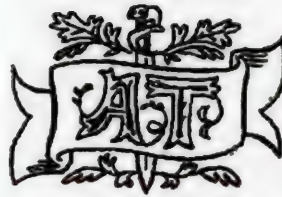
Production :

EPISODE #

1025-196  
1025/196  
1025/196

1025/196

# ADVENTURE TIME



Hu  
cut

Sc. 157 CONT Pnl. C

Ba.

day night

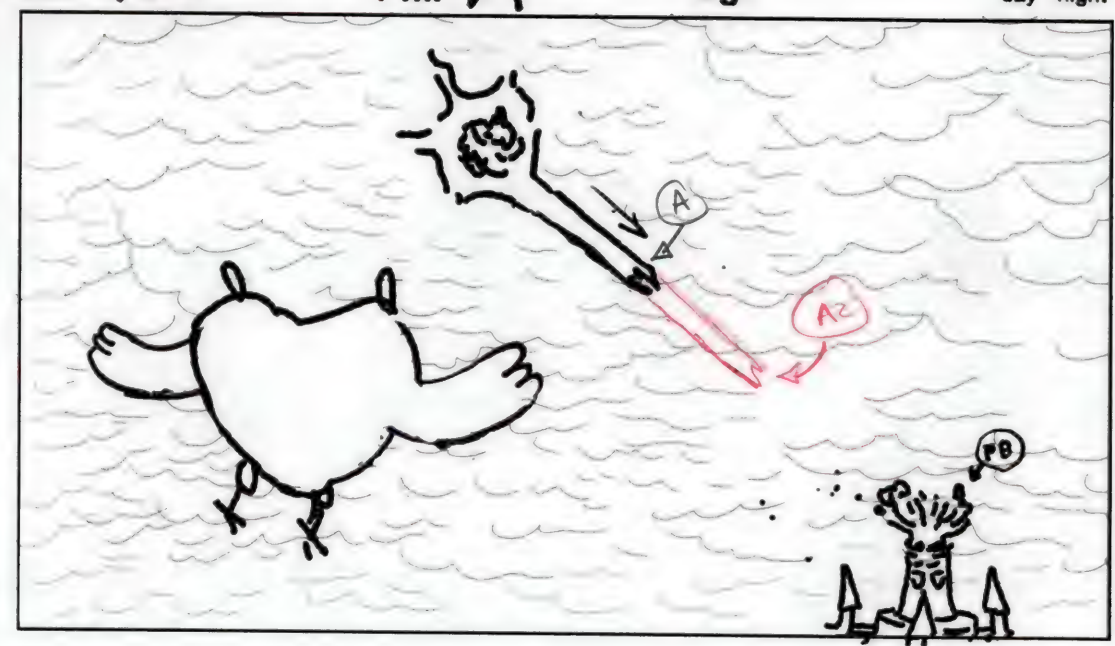
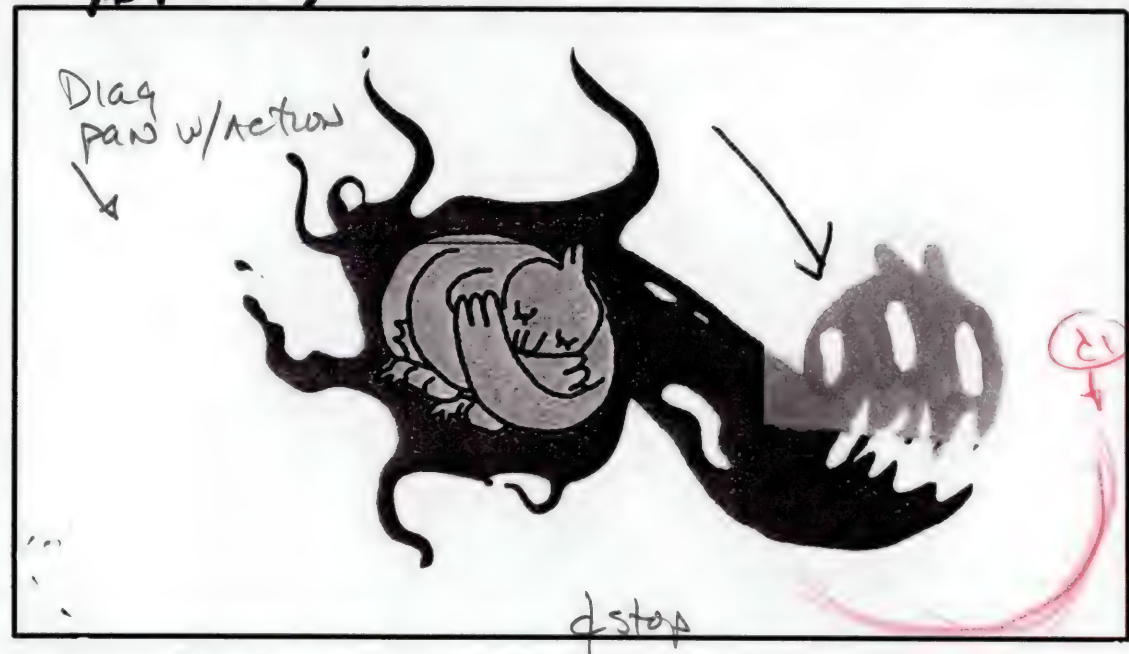
Sc. 158

Pnl. A

Bg.

Page 235  
day night

Hu  
cut



Dialog:

SFX: \* ROAR \*

SEP 12 2014

Action:

- PSYCHIC MONSTER SURGES FORWARD
- ADD. W/ ACTION
- THE PSYCHIC MANIFESTATION ZIPS OFF TOWARDS THE CASTLE.
- LEAVES ARE STILL FALLING FROM THE TREE.

Timing:

S/A (B) → start → stop → S/A (C)

ADD pan w/action

stop

AI

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1025/196

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Production :

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1025/196

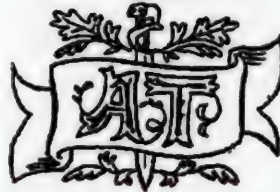


1025/196

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HO  
Cust

# ADVENTURE TIME

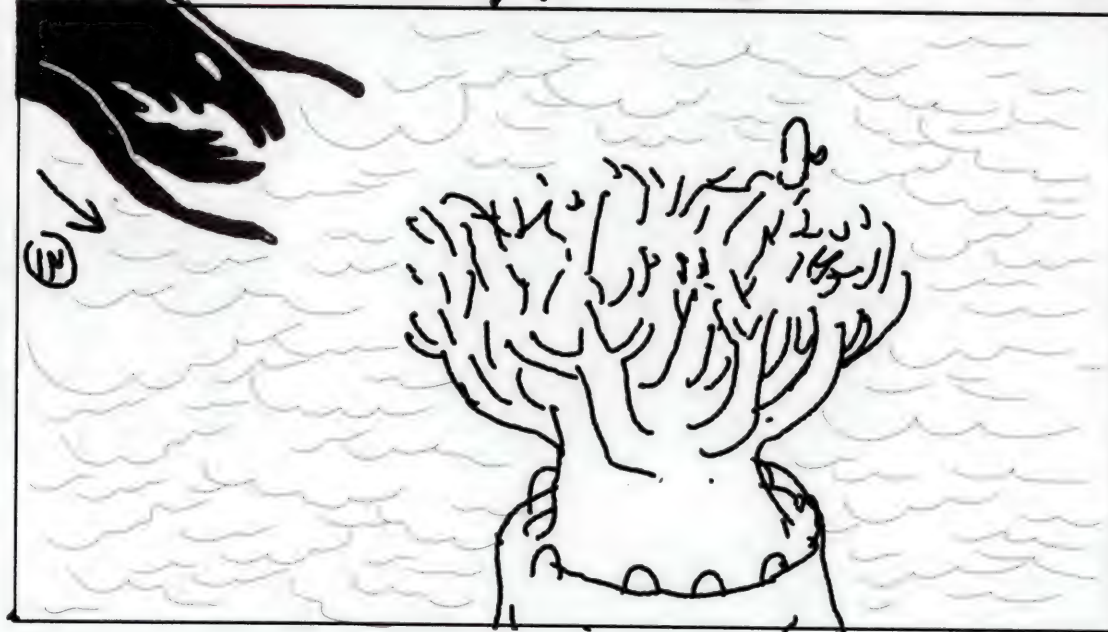


Sc. 159

Pnl. A

Bg.

day night



Dialog:

Action:

- MONSTER SURGES ON/S.

Timing:

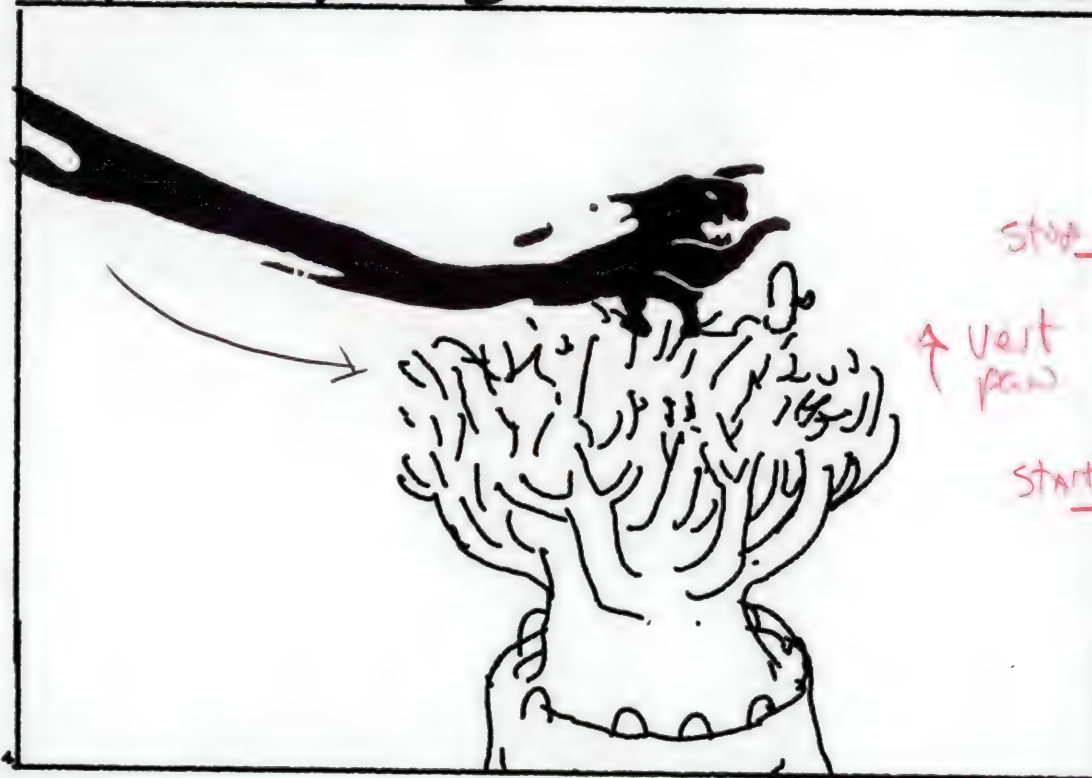
Sc.

159 CONT Pnl. B

Bg.

Page 236  
day night

HO  
Cust



- PSYCHIC CREATURE FLIES IN LANDS BEHIND PB.

- ADJ. W/ LANDING.

SEP 12 2014

Production :

EPISODE #

1025-196

961/5201

1025/196

1025/196

Ho  
Cut

# ADVENTURE TIME



Sc. 160

Pnl. A

Bg.

day night



Sc. 160 CONT Pnl. B

Bg.

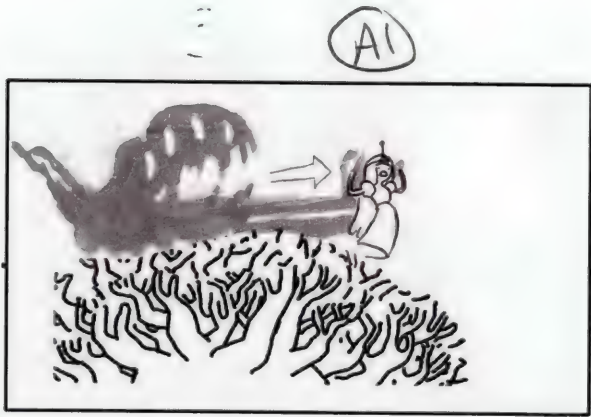
Page 237  
day night



Dialog:

Action:

Timing:



PB: [SHAVED NOISE]

creature pushes PB off the tree.

SEP 12 2014

1025/196

EPISODE #

Production :

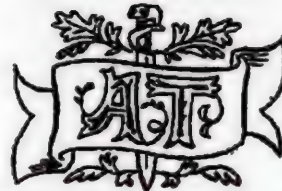
1025-196

691/5201

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# ADVENTURE TIME

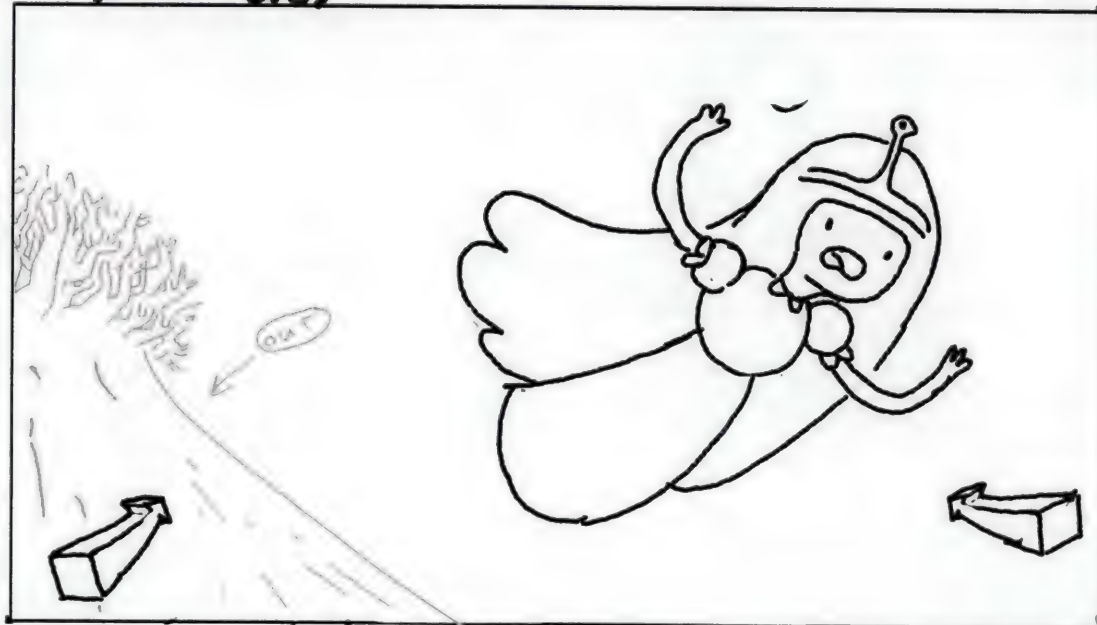


Page **238**  
day night

Sc. **160 cont** Pnl. **C**

Bg.

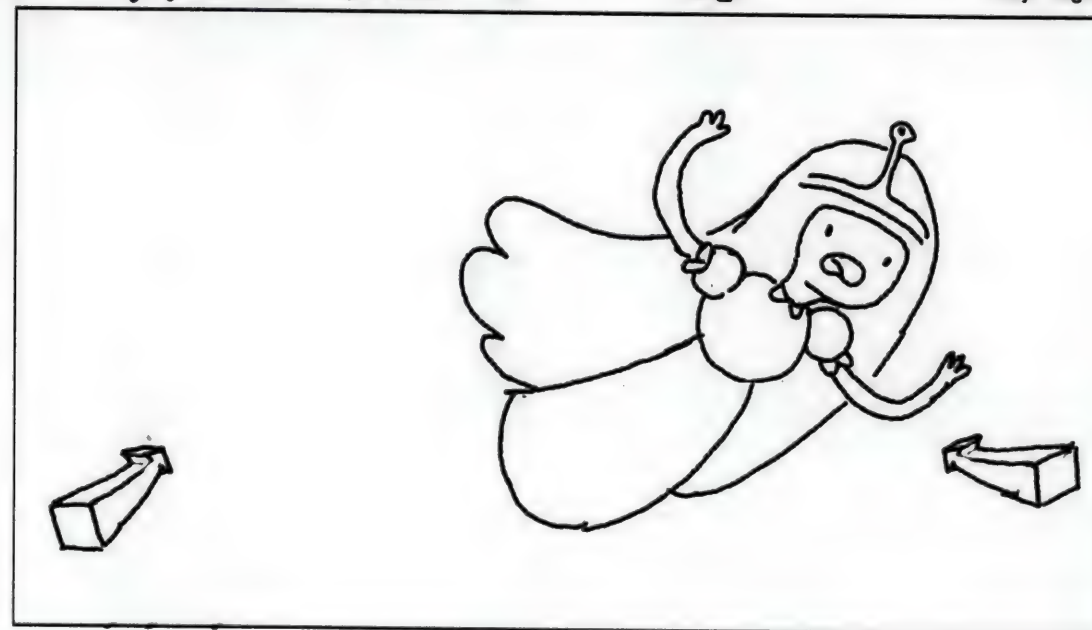
day night



Sc. **160 cont** Pnl. **D**

Bg.

day night



Dialog:

PB: AAAAAAAHHHHHHHH

Action: PB FALLS.

-TREE & Tower RECESSES into  
the DISTANCE.



SEP 12 2014

Production :

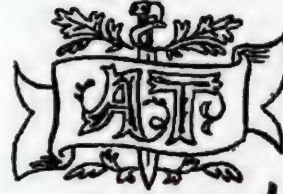
EPISODE #

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1025/196

# ADVENTURE TIME



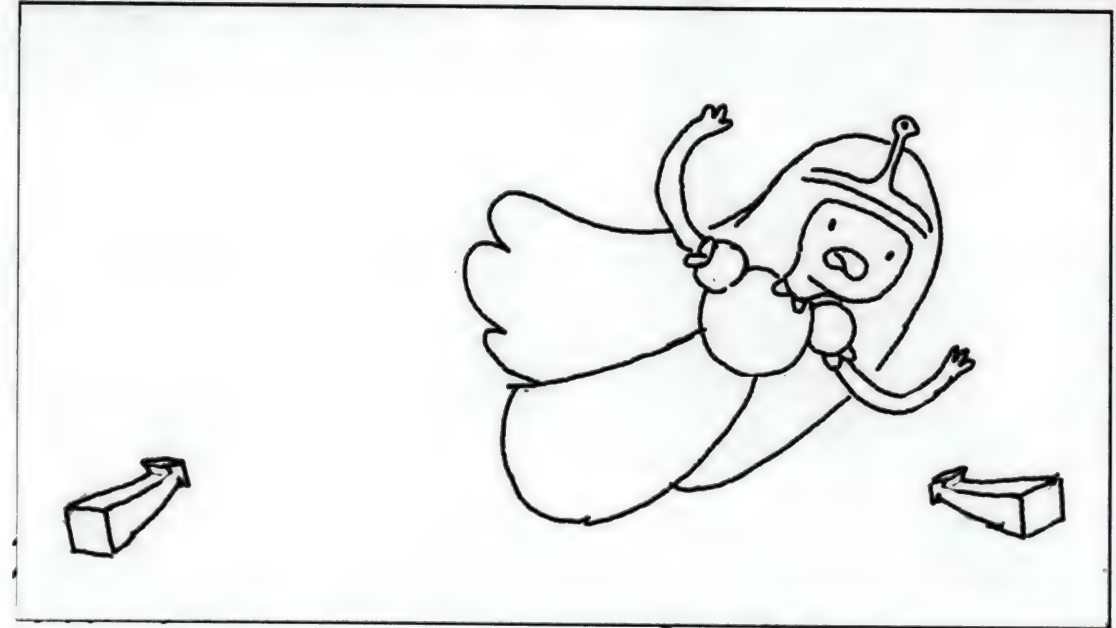
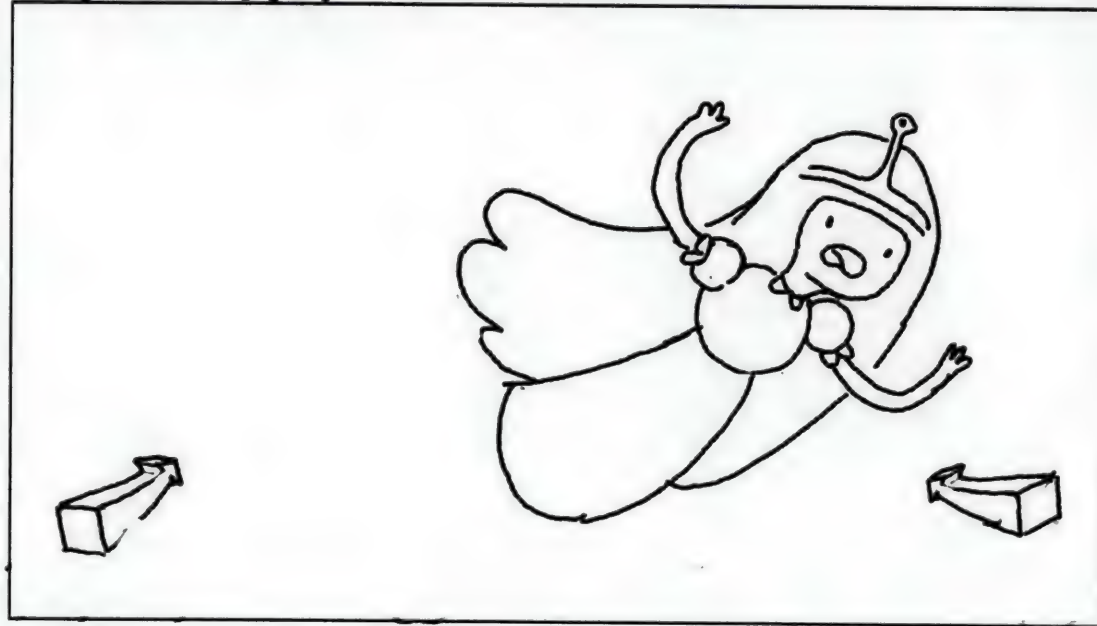
No sc. 161

Sc. **160 CONT** Pnl. **E** Bg.

day night

Sc. **160 CONT** Pnl. **F** Bg.

Page **239**  
No PGS **240-241**  
day night



Dialog:

PB: AAAAAHHHHHH

Action:

Timing:

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Production :

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ADVENTURE TIME

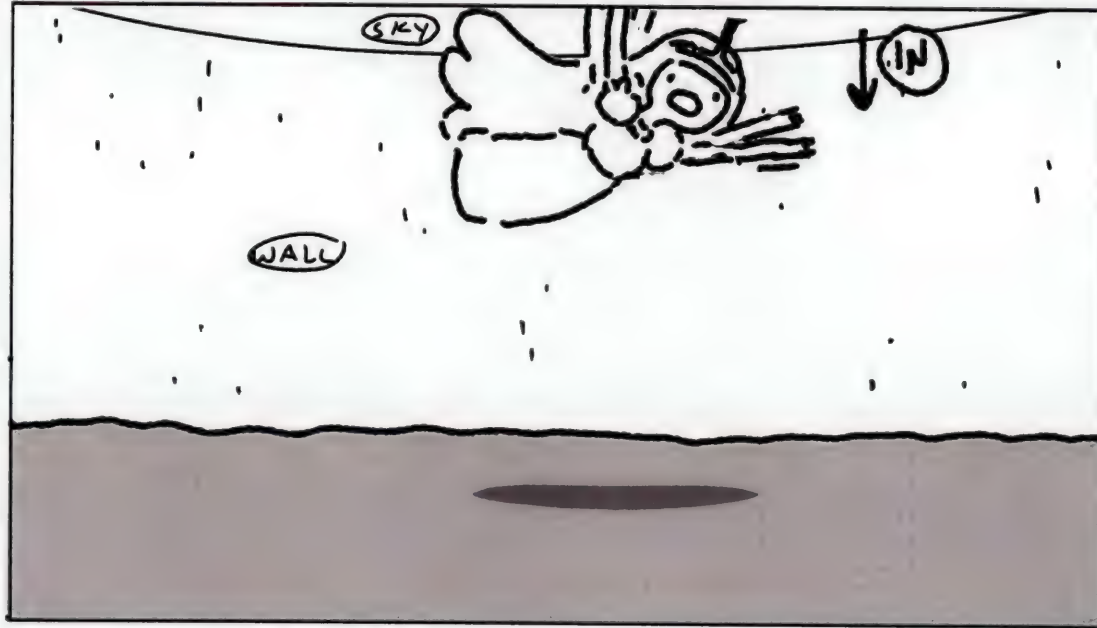


Sc. 162

Pnl. A

Bg.

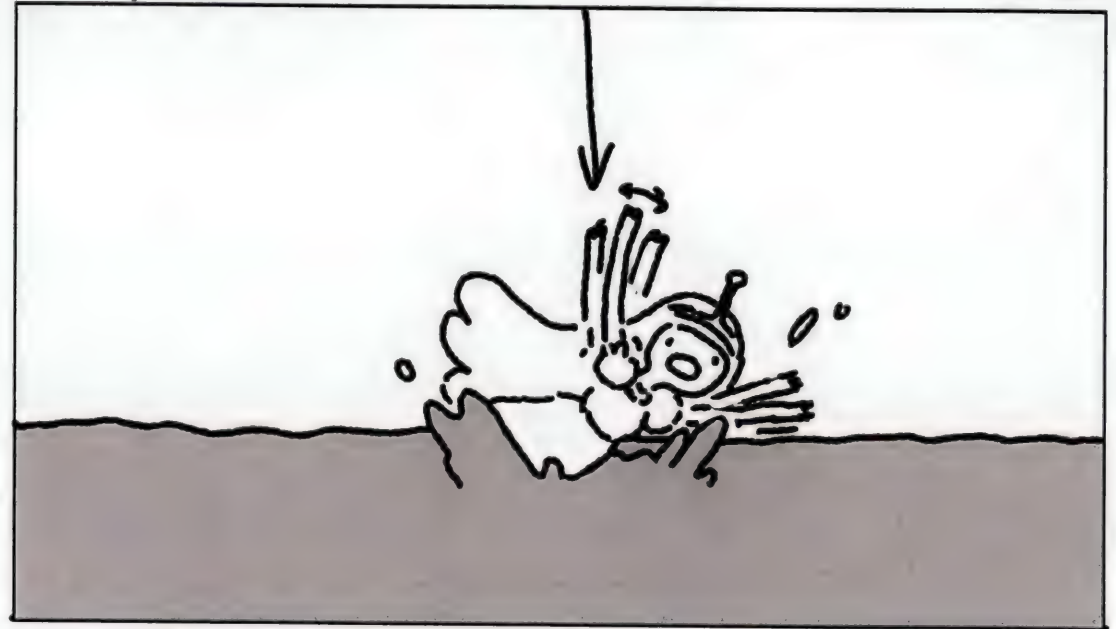
day night



Sc. 162 cont Pnl. B

Bg.

Page 242  
day night



Dialog:

PB: AAAAAAHHHHHHH

sfx / SPLAT!

Action:

-PB FALLS ON/S.

SEP 12 2014

Timing:

# ADVENTURE TIME



Sc. *162 cont* Pnl.

C

Bg.

day night

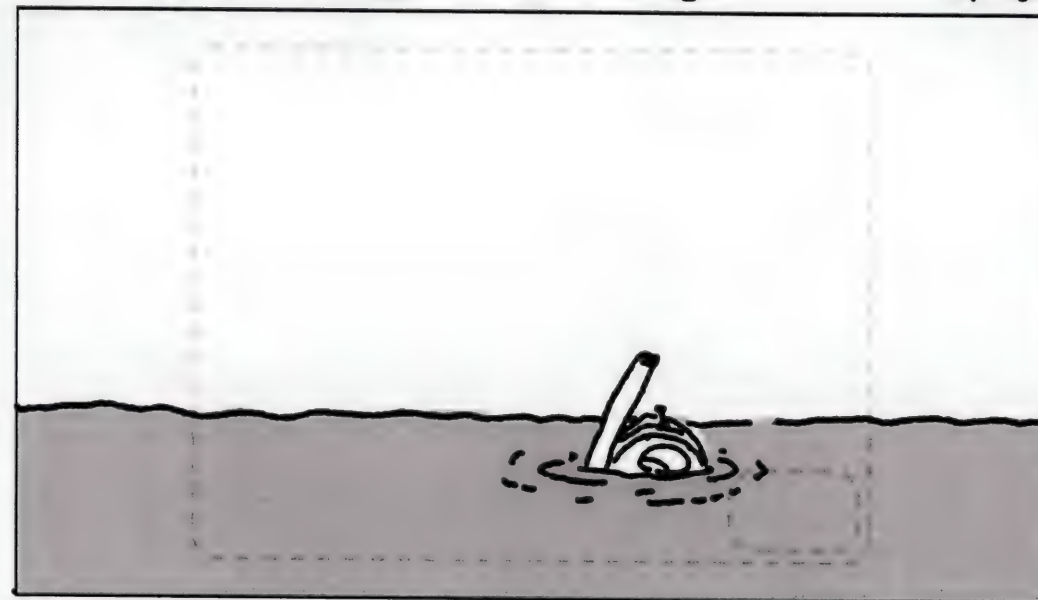
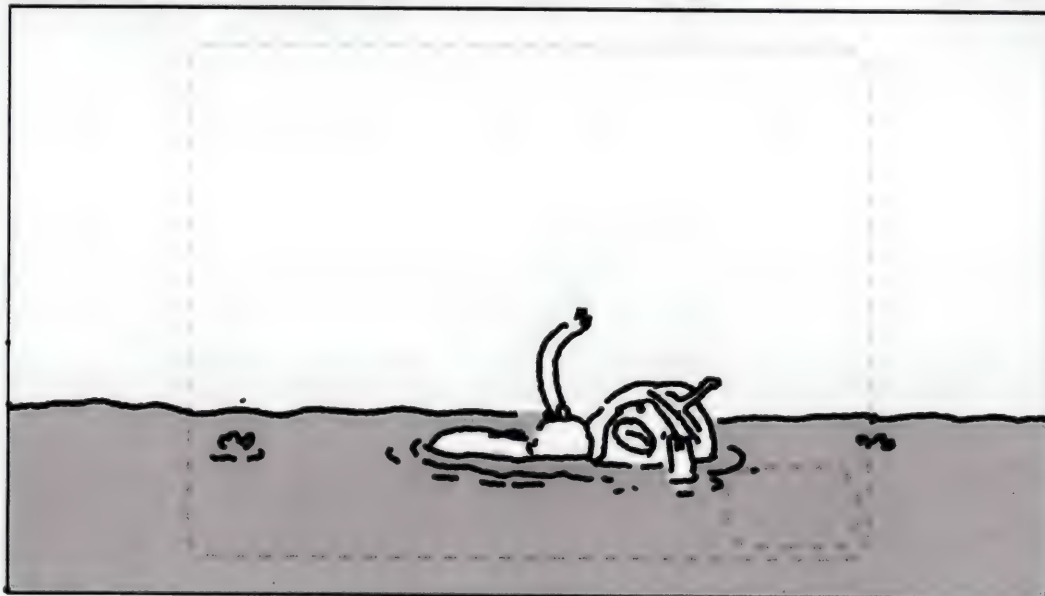
Sc.

*162 cont* Pnl.

D

Bg.

Page *243*  
day night



Dialog:

SFX: \*GLOOP\*

Action:

Timing:

SEP 12 2014

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Production :

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1025/196



# ADVENTURE TIME



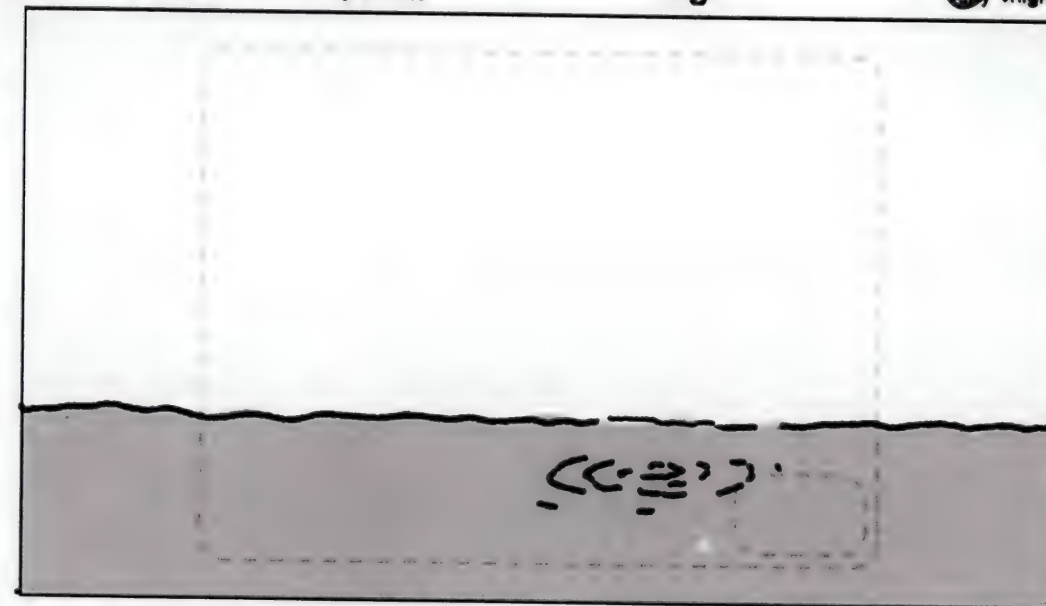
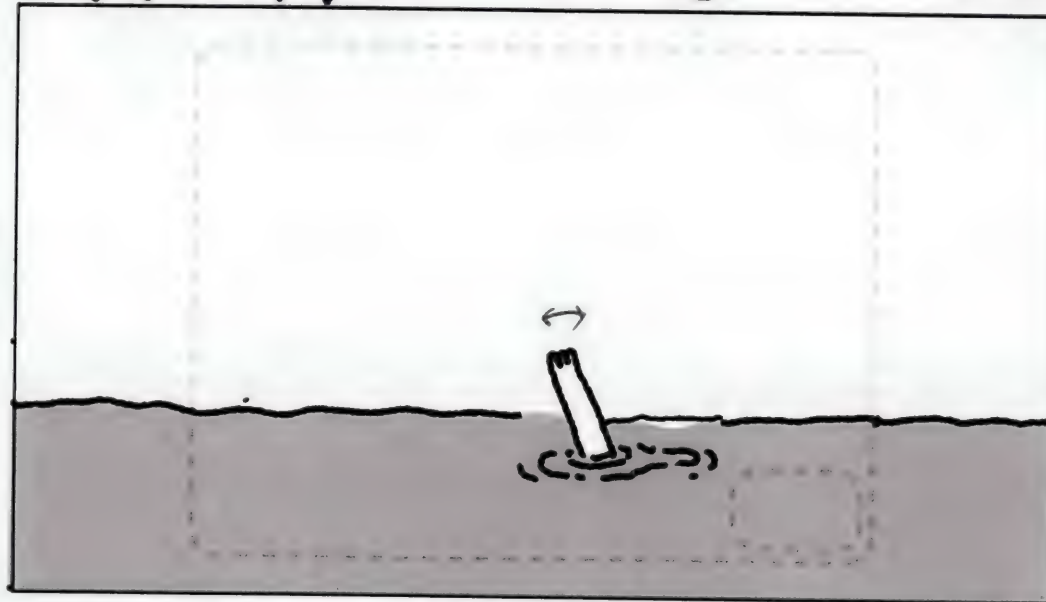
Sc. *162 cont* Pnl. *E* Bg.

day night

Sc. *162 cont* Pnl. *F* Bg.

Page

*244*  
*cut*



Dialog:

Action:

*- PB sinks completely in.*

*only ripples left.*

Timing:

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Cut

# ADVENTURE TIME



Ho Cut

Page 244A  
245-196  
day night

Sc. 162A

Pnl. A

Bg.

day night



Sc. 162B

Pnl. A

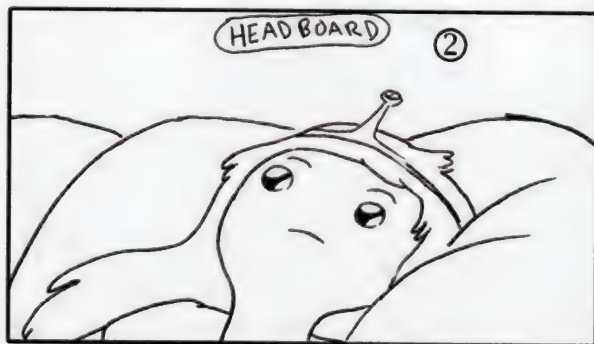
Bg.



Dialog:

Action:

Timing:



SEP 12 2014

Production :

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1025/196

1025/196



Cut

# ADVENTURE TIME

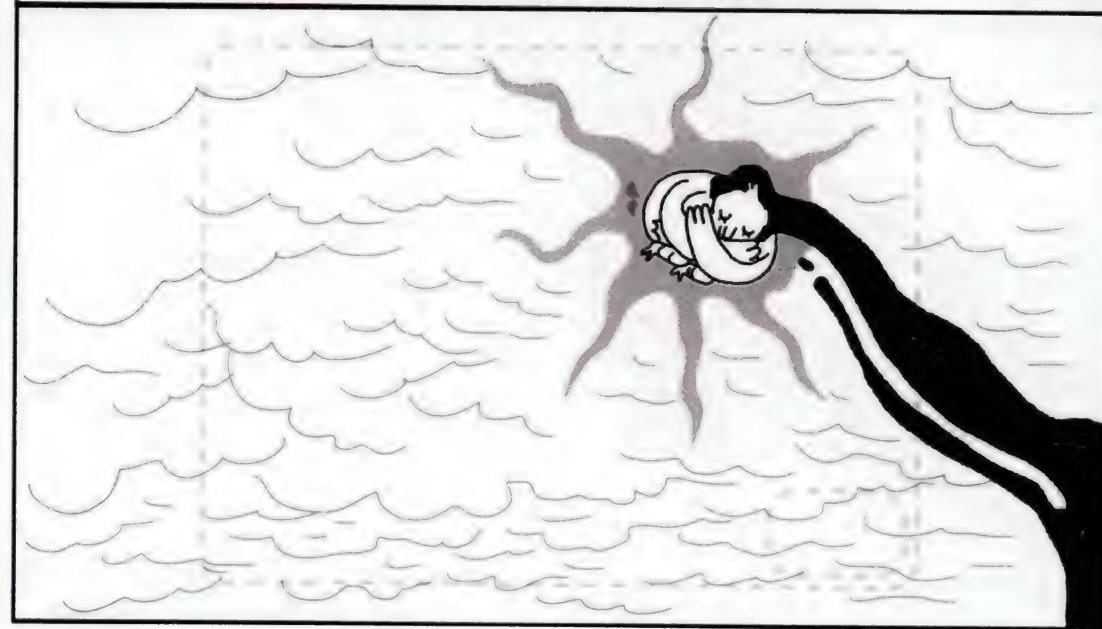


Sc. 163

Pnl. A

Bg.

day night

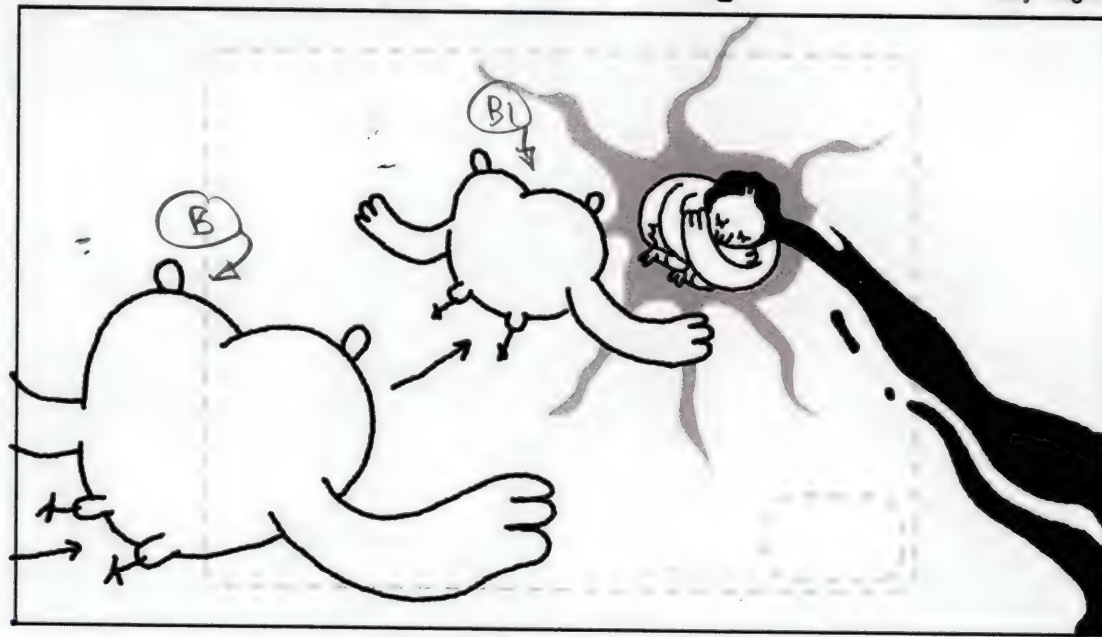


Sc. 163 CONT.

Pnl. B

Bg.

Page 245  
day night



Dialog:	<u>CO</u> : HEY! HEY YOU!
Action:	- CO FUES ON/S.
Timing:	SEP 12 2014

HW  
Cut

1025-196

EPISODE #

1025/5201

Production :

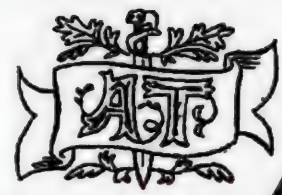
1025/196

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1025/196

HW  
cut

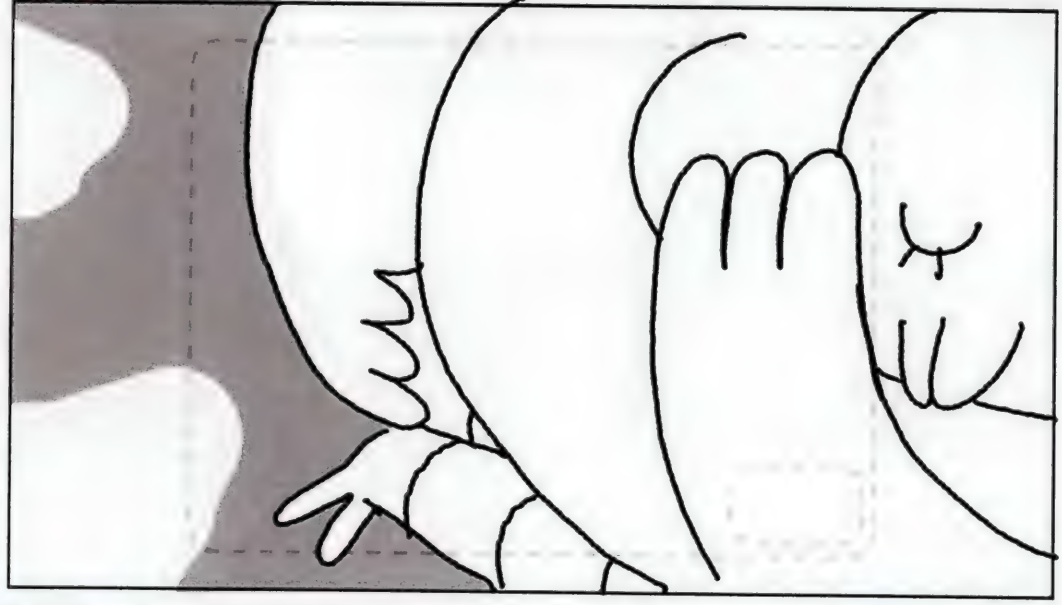
# ADVENTURE TIME



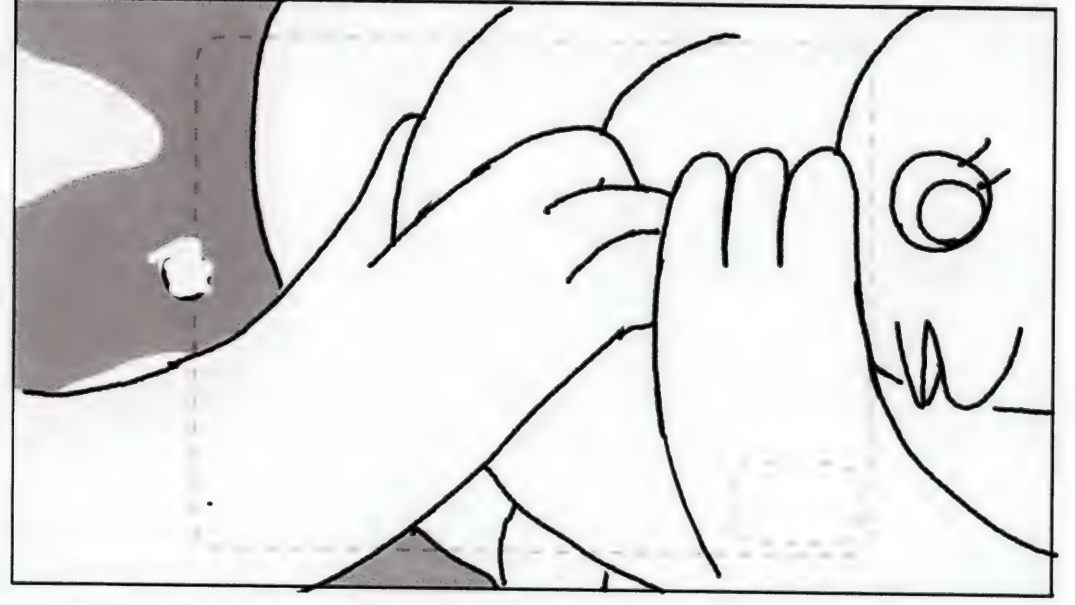
Page **246**

HW  
cut

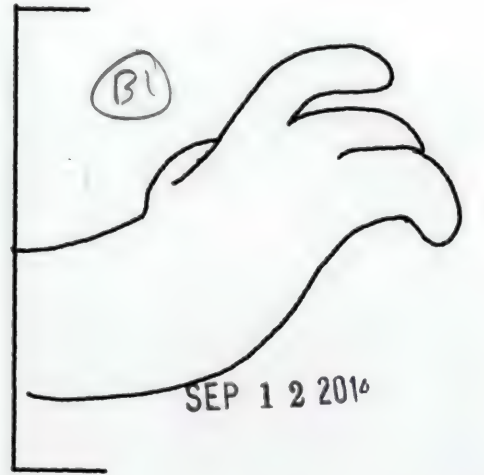
Sc. **164** Pnl. **A** Bg. day night



Sc. **164 cont** Pnl. **B** Bg. day night



Dialog:	<p><u>BW</u>: HUH?</p> <p>- <u>CO</u> GRABS <u>BW</u>'S ARM. - <u>BW</u> WAKES UP.</p>
Action:	
Timing:	



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1025/196

1025/196

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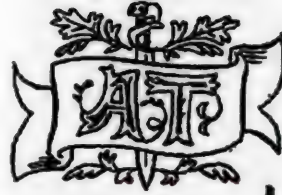


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140  
CUT

# ADVENTURE TIME



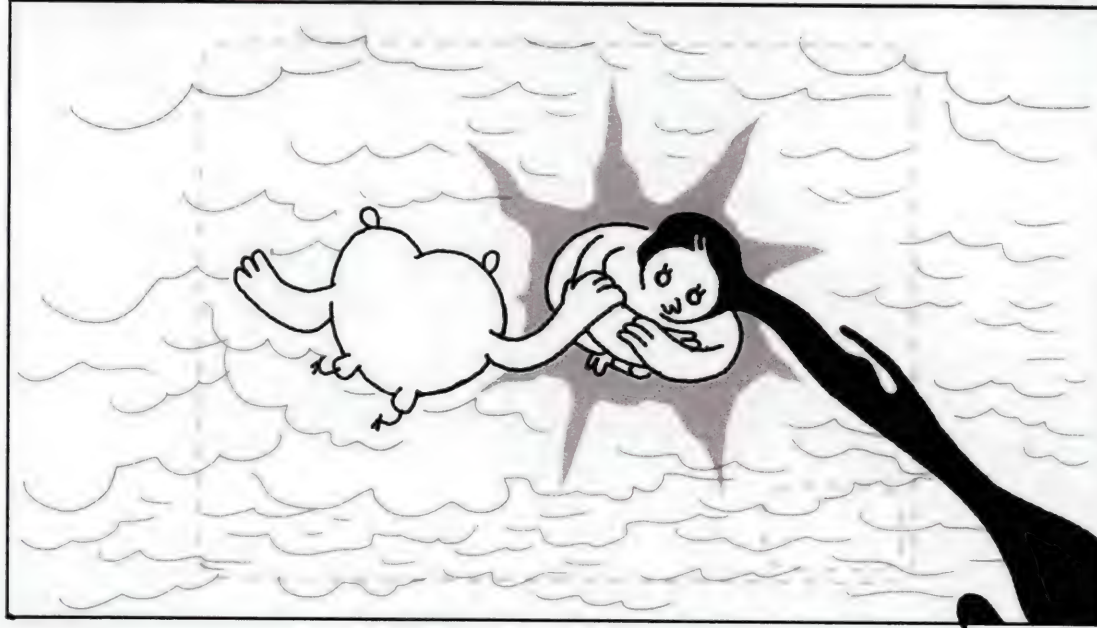
Sc. 165

Pnl.

A

Bg.

day night



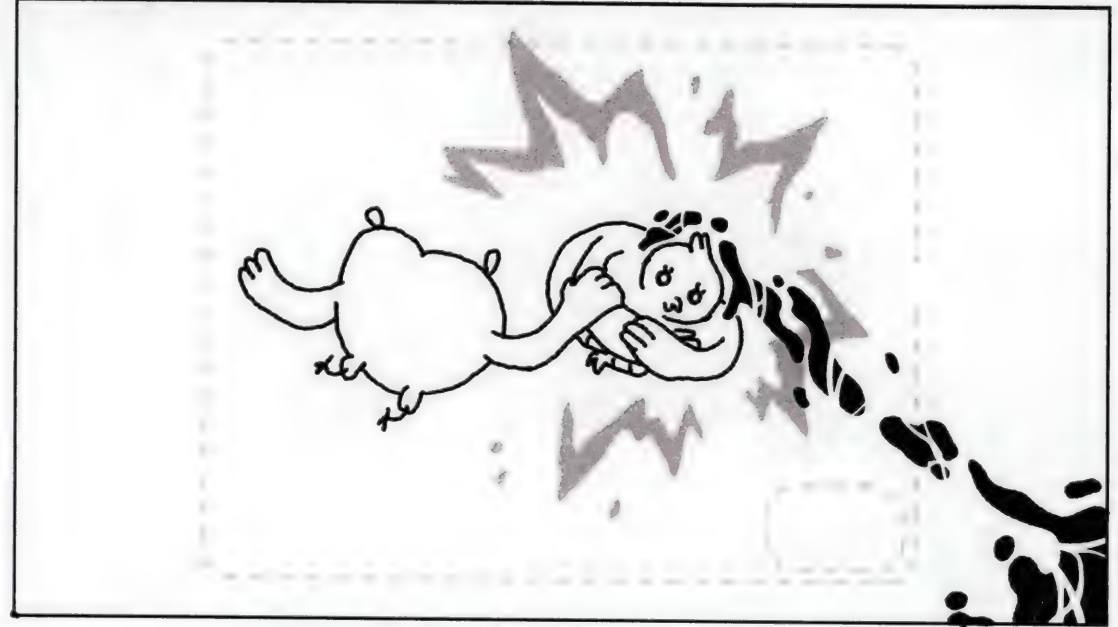
Sc. 165 CONT

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

SFX: \* SHATTER \*

SEP 12 2011

- the evil man's disappears



1025/196

EPISODE #

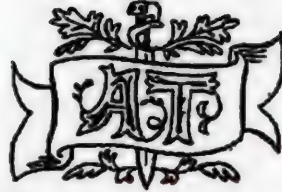
1025-196 961/5201

Page 247

140  
CUT

Ho  
Cut

# ADVENTURE TIME



Cut

Page **248**  
day night

Sc. **166**

Pnl. **A**

Bg.

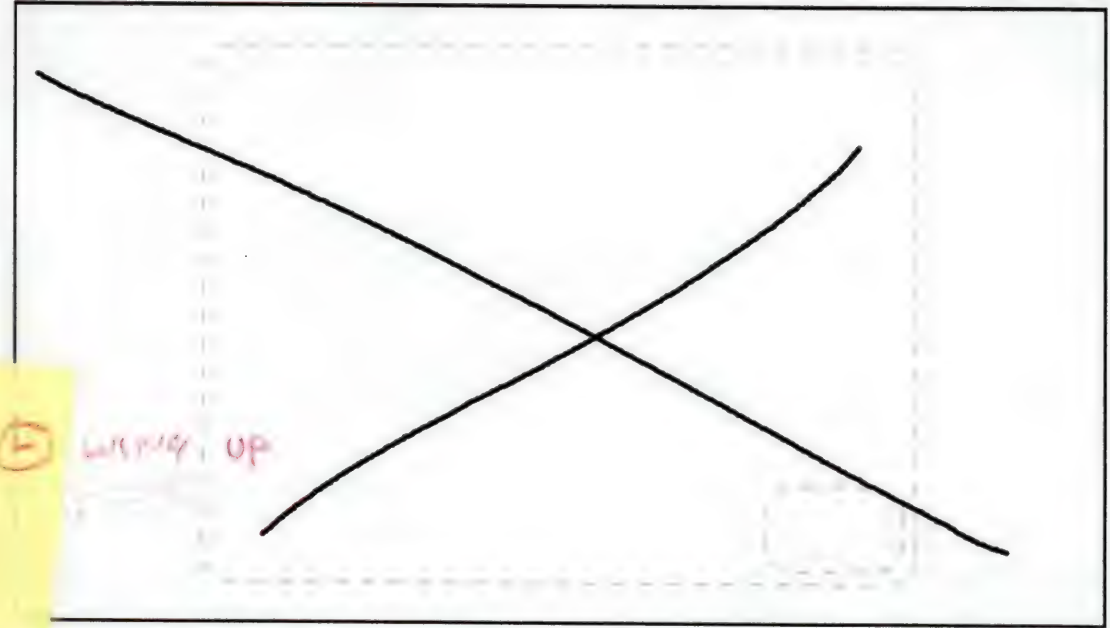
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Co / DO YOU HAVE ANY IDEA WHAT  
YOU'VE DONE?!

Action:

SLA  
(A)

(A)

wing DO

SEP 12 2014

Timing:

TO CUTOFF

EPISODE #

Production :

1025-196

961/5201

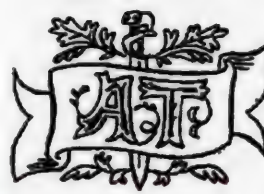
1025/196

1025/196



Cut

# ADVENTURE TIME



Page **249**  
day night

Sc. **167**

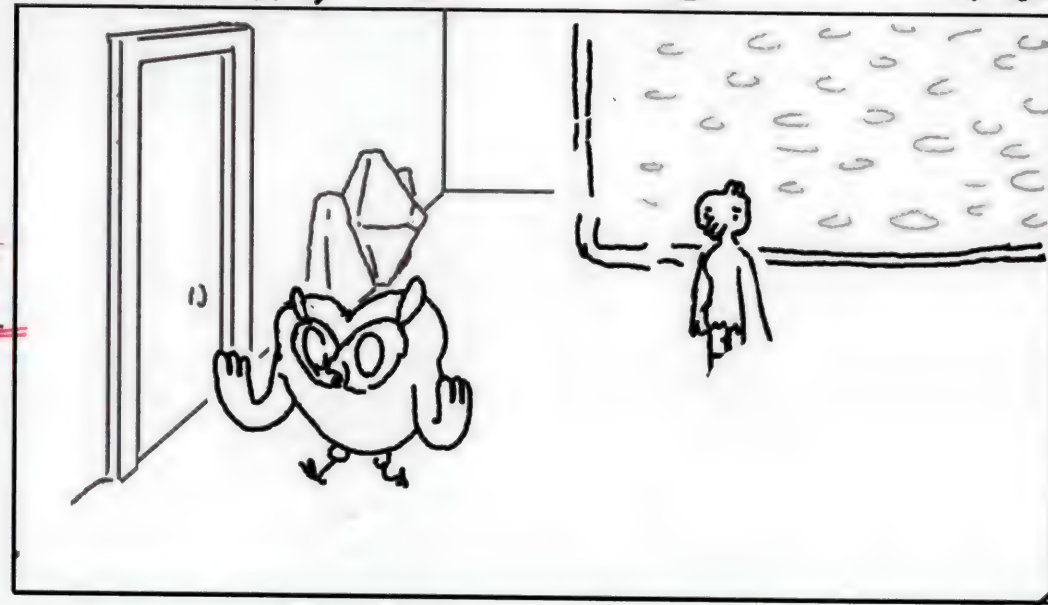
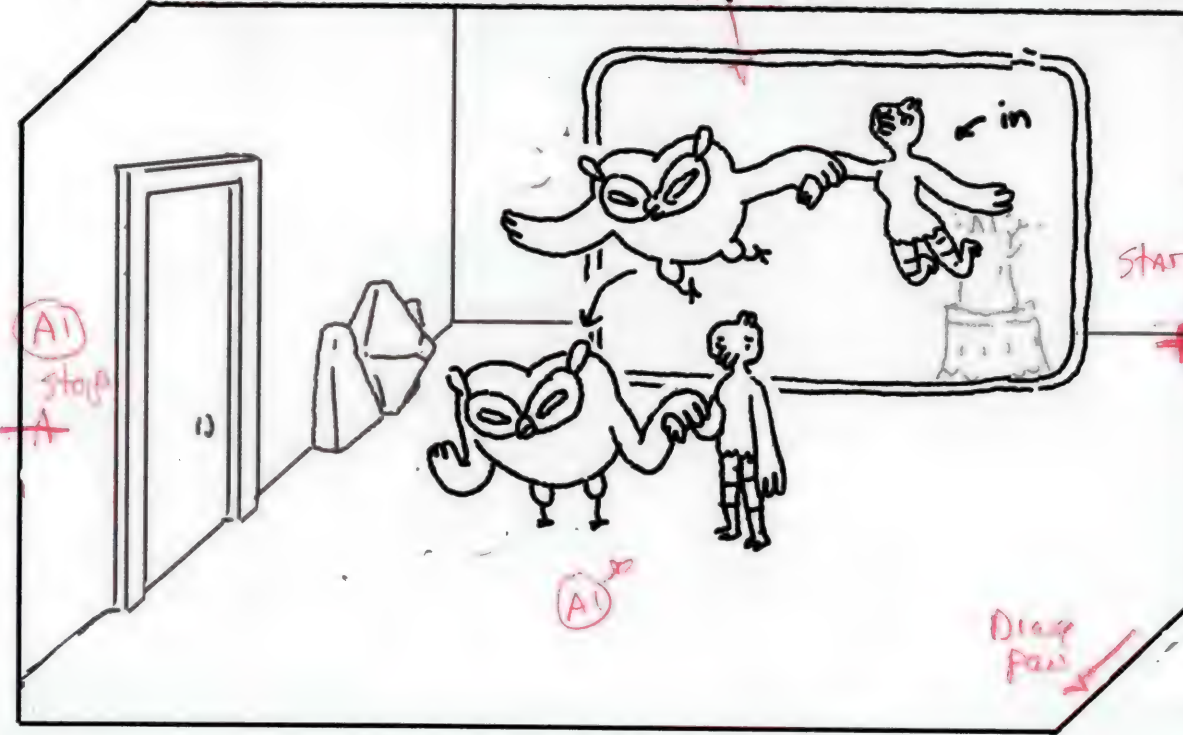
Pnl. **A** Bg.

day night

Sc. **167 CONT** Pnl. **B**

Bg.

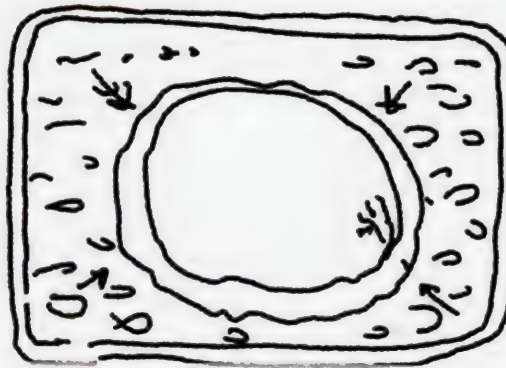
day night



CO: YOU INTERFERED WITH  
A DREAM !!

Action:  
- CO + BW  
FLY INTO  
MOTEL. - Portal closes  
behind them.

Timing: (ADD W/ ACTION)



CO PACES NERVOUSLY. SEP 12 2014

Hu  
Cut

1025-196

EPISODE #

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Production :

1025/196

# ADVENTURE TIME



Page **250**

Sc. 168

Pnl. A

Bg.

day night

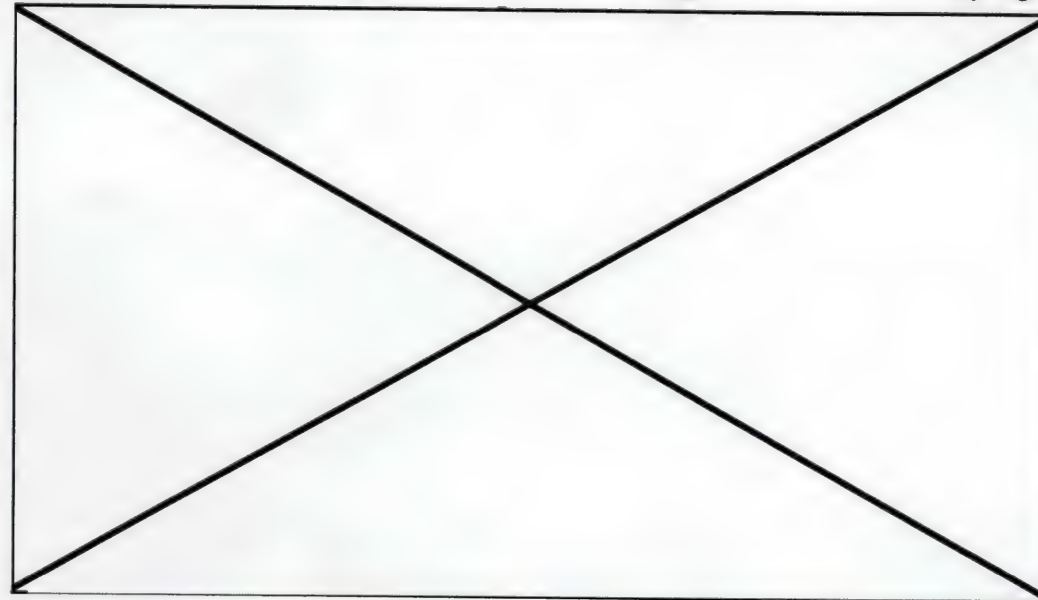


Sc.

Pnl.

Bg.

day night



Dialog:

CO/ OH MAN!!

Action:

BG pans as CO continues to pice.

Timing:



Production :

1025/196

1025/196

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661/5201

EPISODE #



# ADVENTURE TIME



Page **251**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
168	CONT	B		

Dialog:	
<p><u>CO/</u> A DREAM</p>	
Action:	
<p>- CO PAGES</p>	
Timing:	

SEP 12 2014

EPISODE #

Production :

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1025/196

# ADVENTURE TIME



Page 252

Sc. 168 cont Pnl. D Bg.

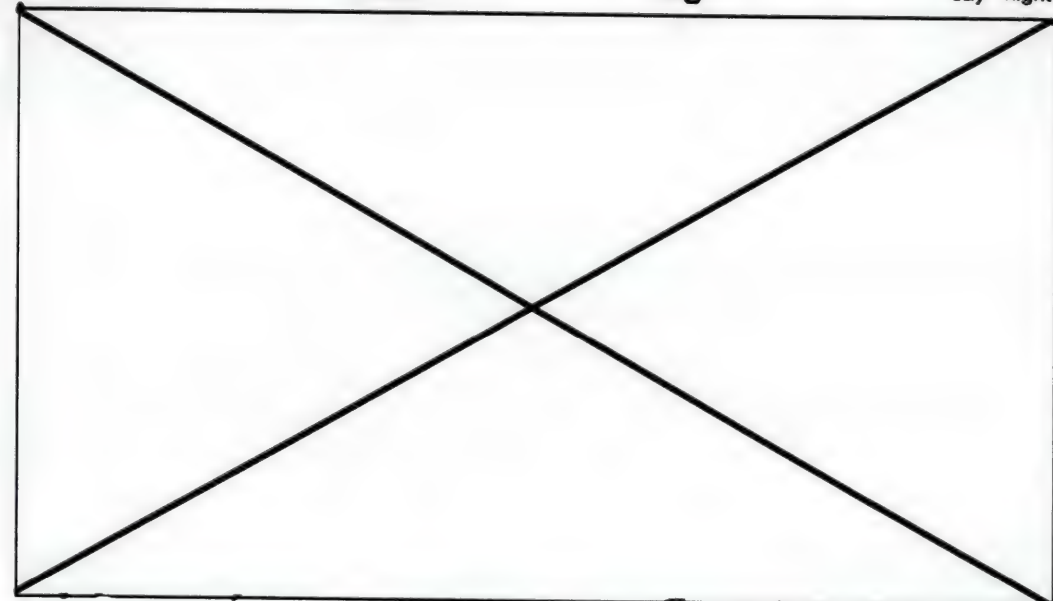
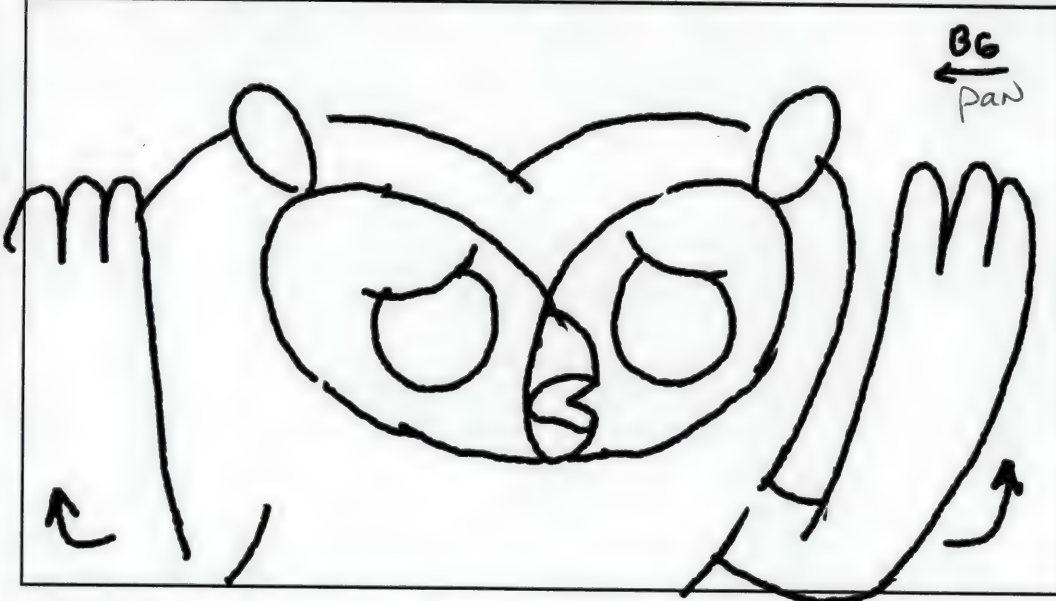
day night

Sc.

Pnl.

Bg.

day night



Dialog:

I WAS IN

Action:

Timing:

SEP 12 2014

EPISODE #

Production :

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1025/196



# ADVENTURE TIME



*Cut*

Page **253**

Sc. 168 **CONT** Pnl. **E** Bg.

day night



Sc. 169

Pnl. **A** Bg.

day night



Dialog:

CO/ why DID YOU DO-HOO it ?!

BW / . . .

Action:

SEP 12 2014

Timing:

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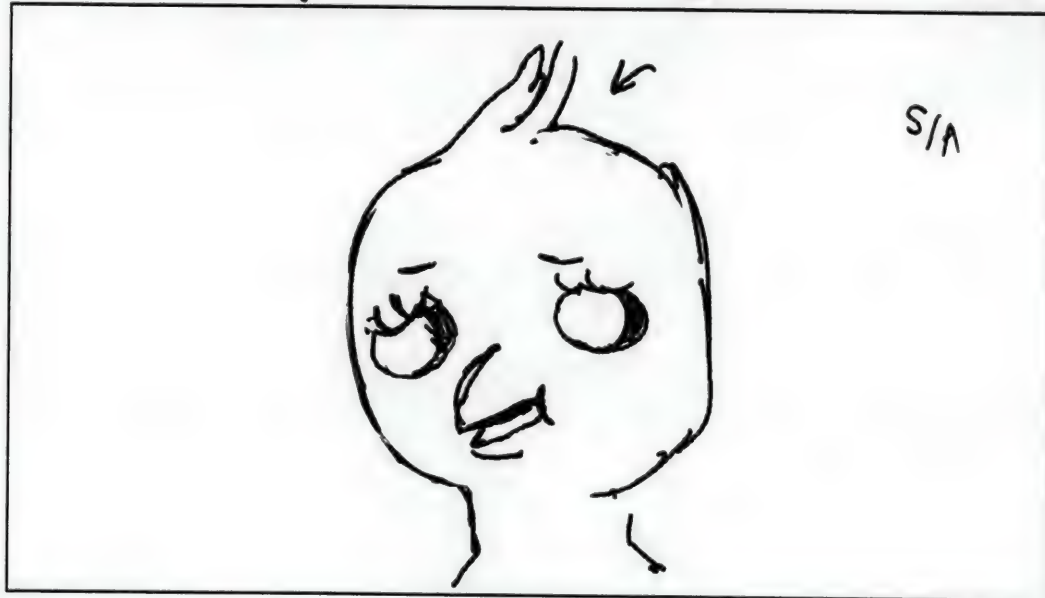
# ADVENTURE TIME



Page 254

Sc. 169 CONT Pnl. B Bg.

day night



Sc. 169 CONT Pnl. C Bg.

day night



Dialog:

BW: I CAN'T REALLY EXPLAIN IT.

BW: IT JUST FELT LIKE THE  
RIGHT THING TO DO.

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

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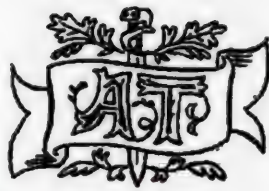
1025/196

1025/196

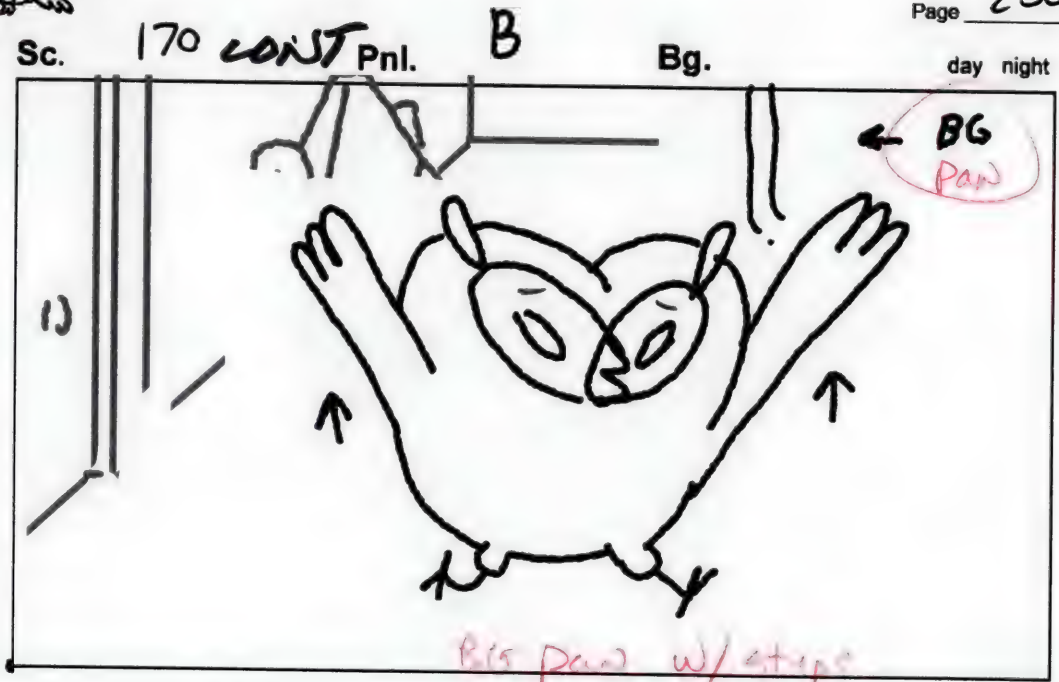
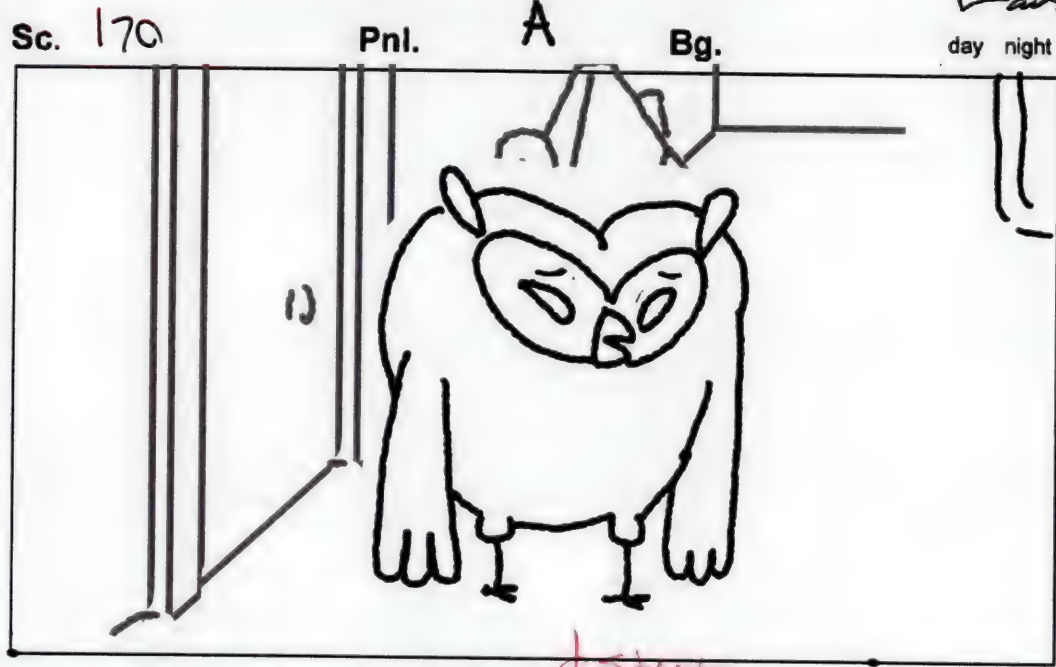
1025/196



# ADVENTURE TIME



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Dialog:	
<u>CO</u> / YOU ... YOU RUINED --	<u>CO</u> / <u>EVERY THING</u> !!
Action:	
Timing:	
SEP 12 2014	

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EPISODE #

1025/196

Production :

1025/196

1025/196

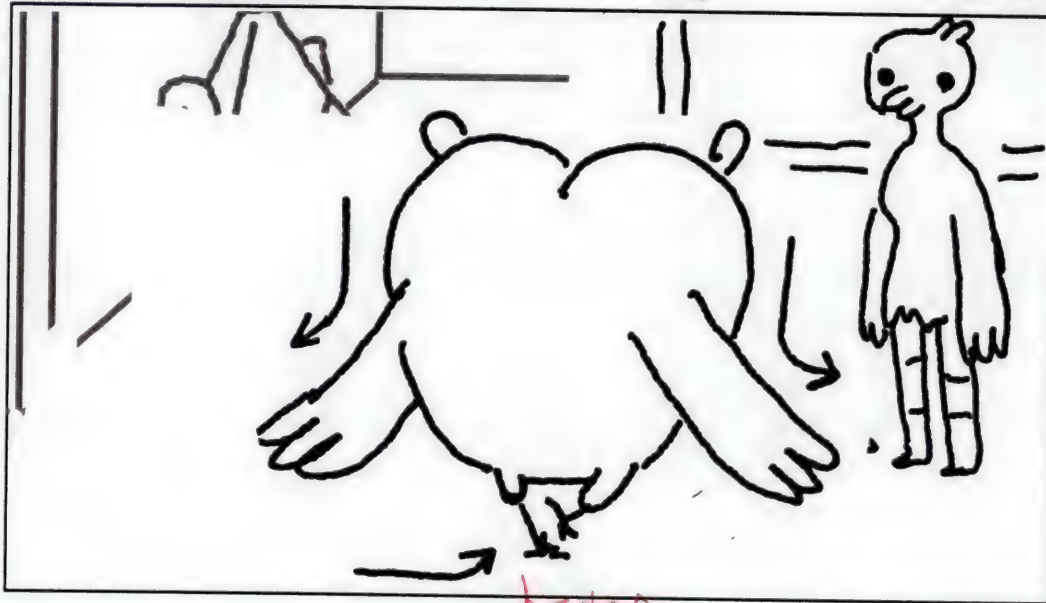
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# ADVENTURE TIME



Page **256**

Sc. **170 CONT** Pnl. **C** Bg. day night



Dialog:

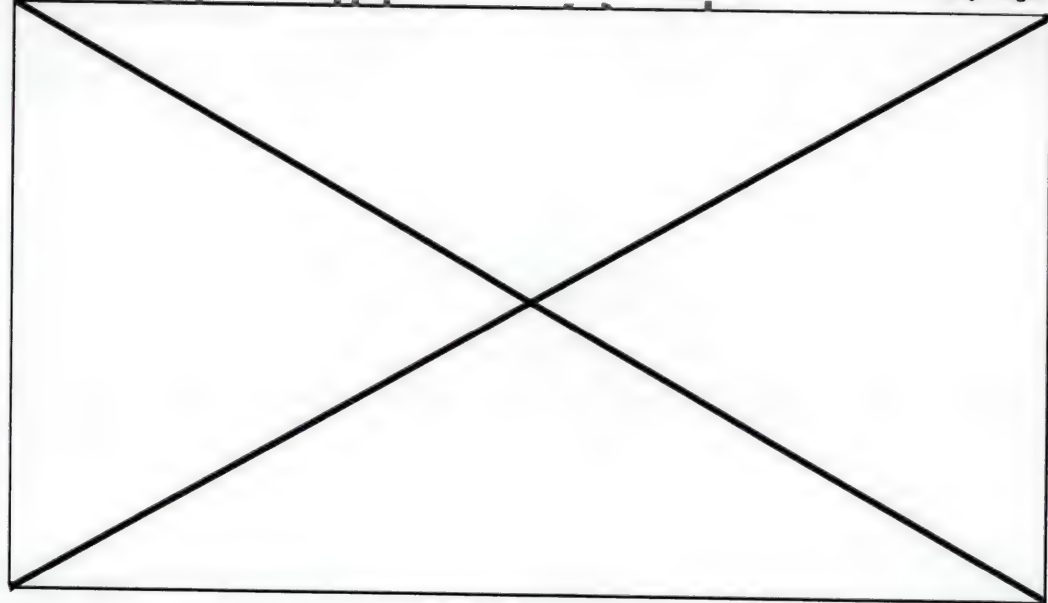
Action:

- CO PACES

Timing:



Sc. Pnl. Bg. day night



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1025/196

SEP 12 2014

1025/196

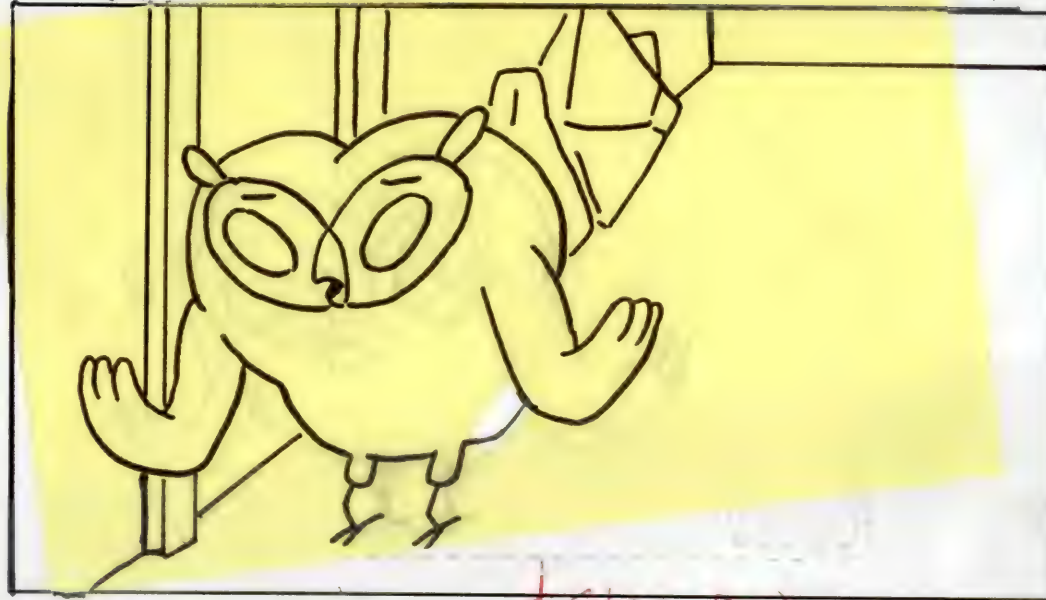


# ADVENTURE TIME



Sc. 170 CONT Pnl. D

day night



stop paw

Page 257

Sc. 170 CONT Pnl. E

day night



Dialog:

CO/ WE WOULD HAVE BEEN SO  
PERFECT TOGETHER! ...

AW

CO: HOOO, AM I KIDDING,  
IT'S OVER.

Action:

Timing:

Handwritten notes: (E1) and (E2) with arrows pointing to the Action and Timing sections respectively.

SEP 12 2014

Production :

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# ADVENTURE TIME



Page **258**  
day night

Sc. **170 CONT** Pnl. **F**

Bg.

day night

Sc. **170 CONT** Pnl. **G**

Bg.

day night

BG/SA



BG/SA



Dialog:

BW / IT DOESN'T HAVE TO BE OVER.

BW : WE CAN RUN AWAY.

Action: - BW WALKS ON/S.

SEP 12 2014

Timing:

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1025/196

Production :

1025/196

1025/196



# ADVENTURE TIME



No  
Cut

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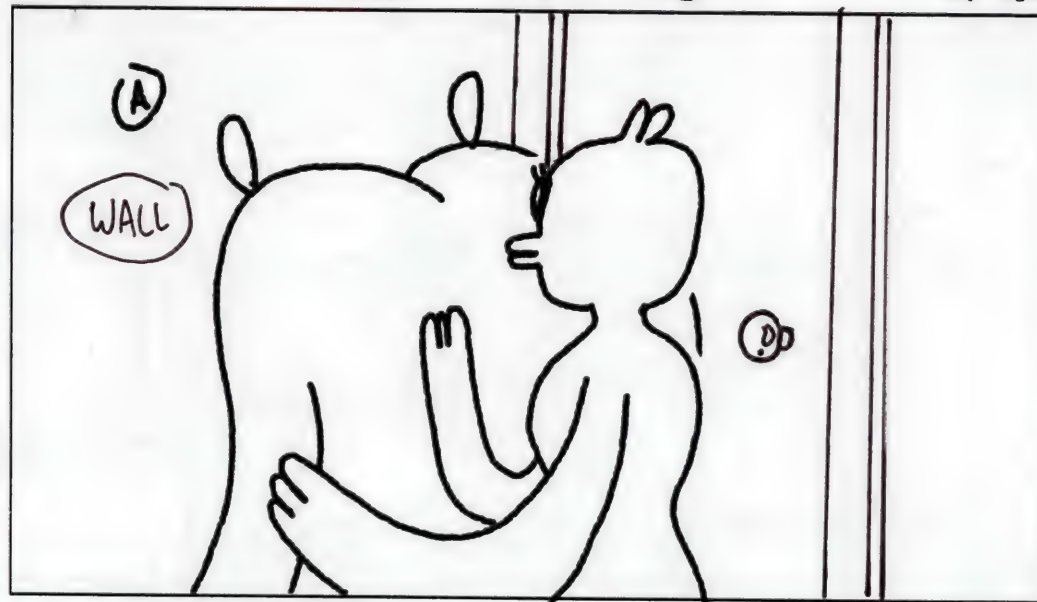
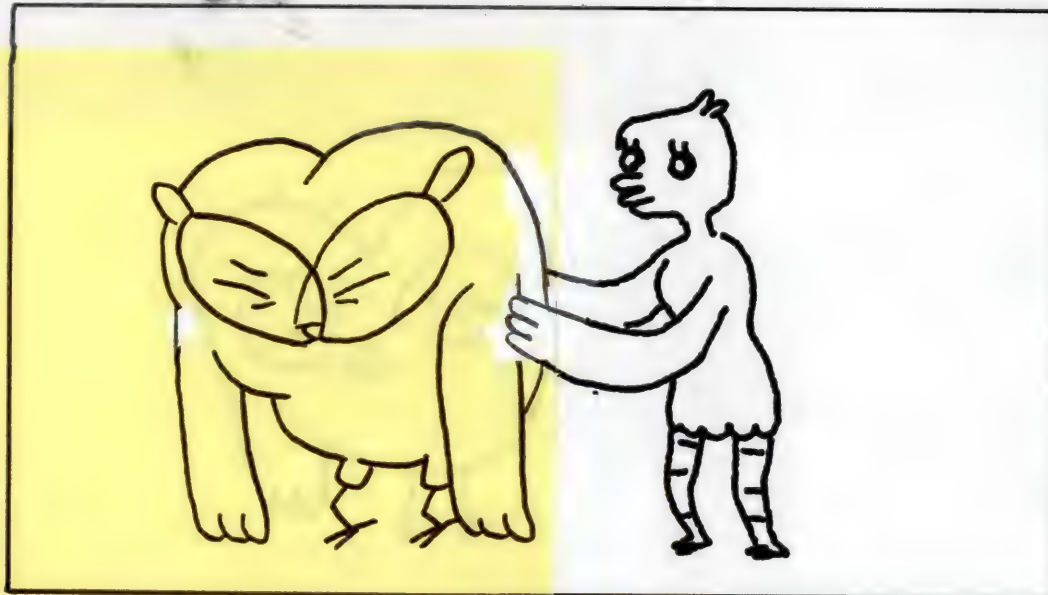
Sc. 170 Pnl. H Bg.

day night

Sc. 171

Pnl. A Bg.

day night



Dialog:

Bw together

SEP 12 2014

Action:

Timing:

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Production :

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1025/196

1025/196

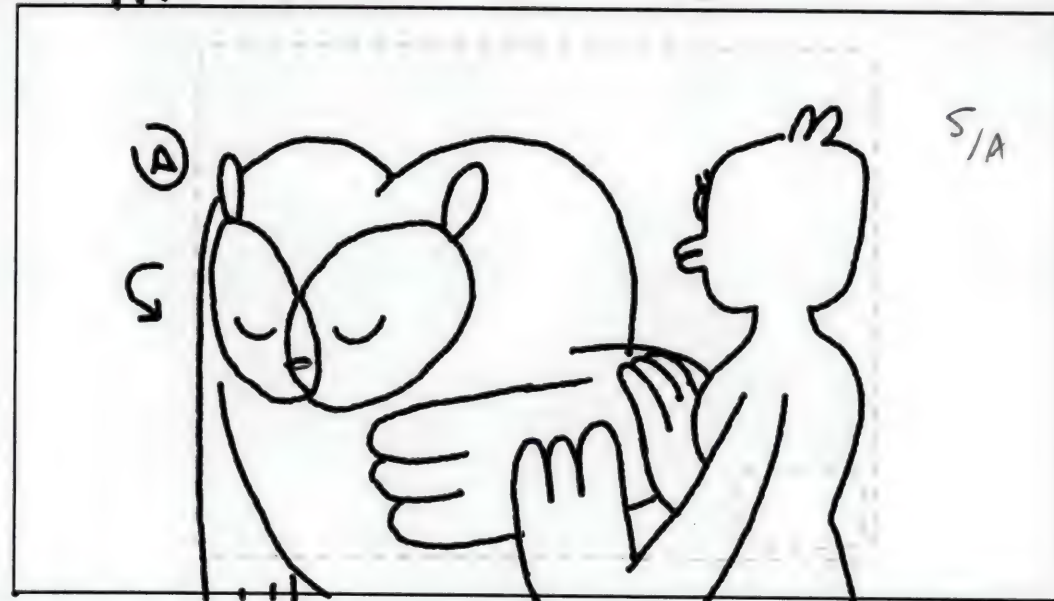
1025/196

# ADVENTURE TIME



Sc. 171 CONT Pnl. B Bg.

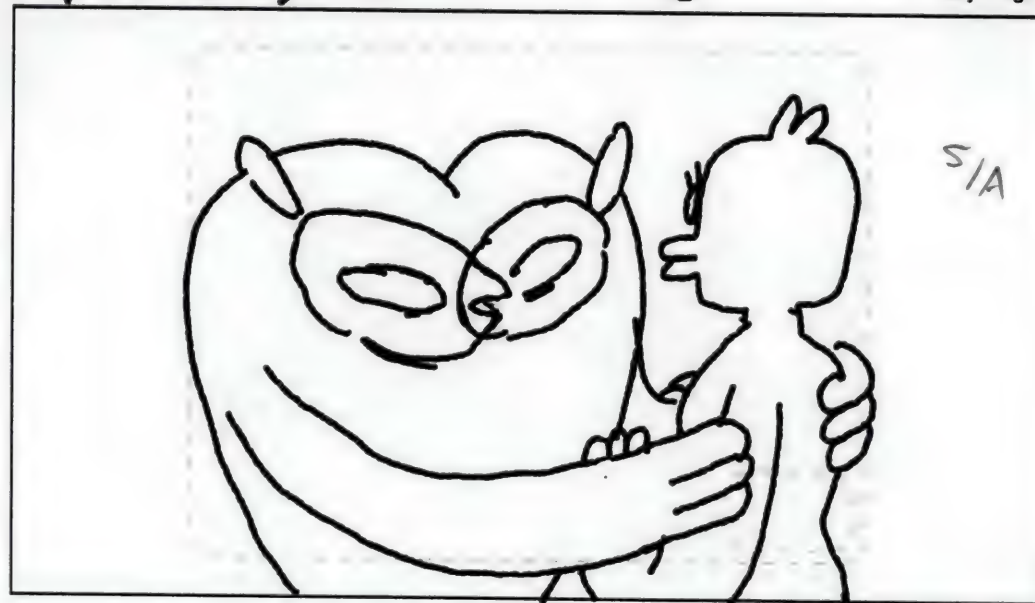
day night



Sc. 171 CONT Pnl. C

Bg.

Page 260  
day night



Dialog:

CO: YOU'RE DREAMIN', KID -

Action: CO TURNS  
AND PULSES OG  
AWAY.

Timing:



CO/ AND IT'S TIME TO WAKE UP.

SEP 12 2014

Production :

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1025/196



Ho  
Cut

# ADVENTURE TIME



Page 261

Sc. 172

Pnl. A

Bg.

day night

Sc. 172 CONT

Pnl. B

Bg.

day night



Dialog:	
<u>BW.</u> NO, I...	
Action:	- BW's EYES
Timing:	SEP 12 2014

Production :

EPISODE #

Ho  
Cut

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1025/196

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HW  
cut

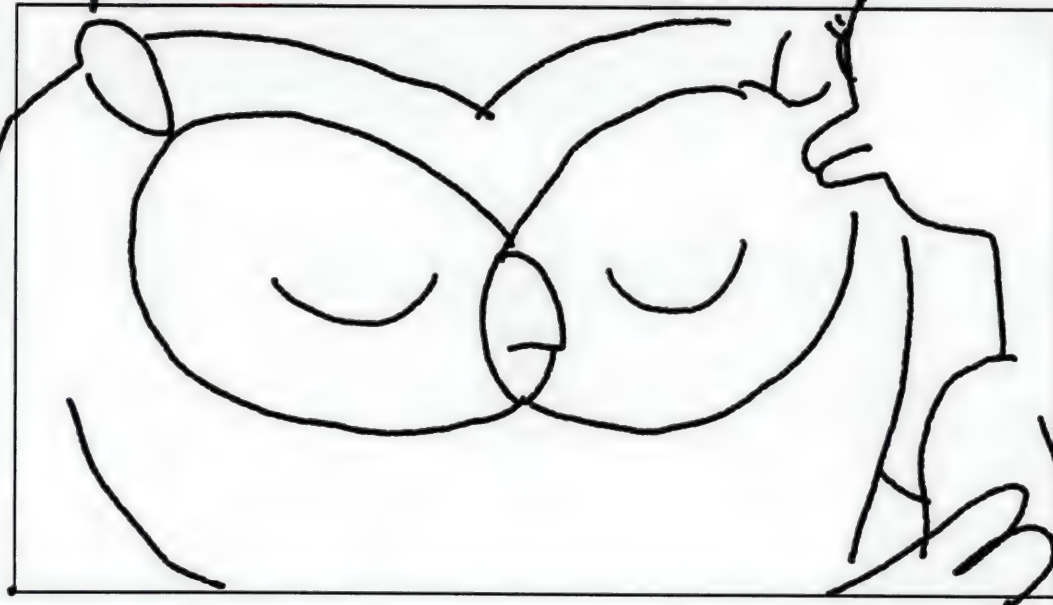
# ADVENTURE TIME



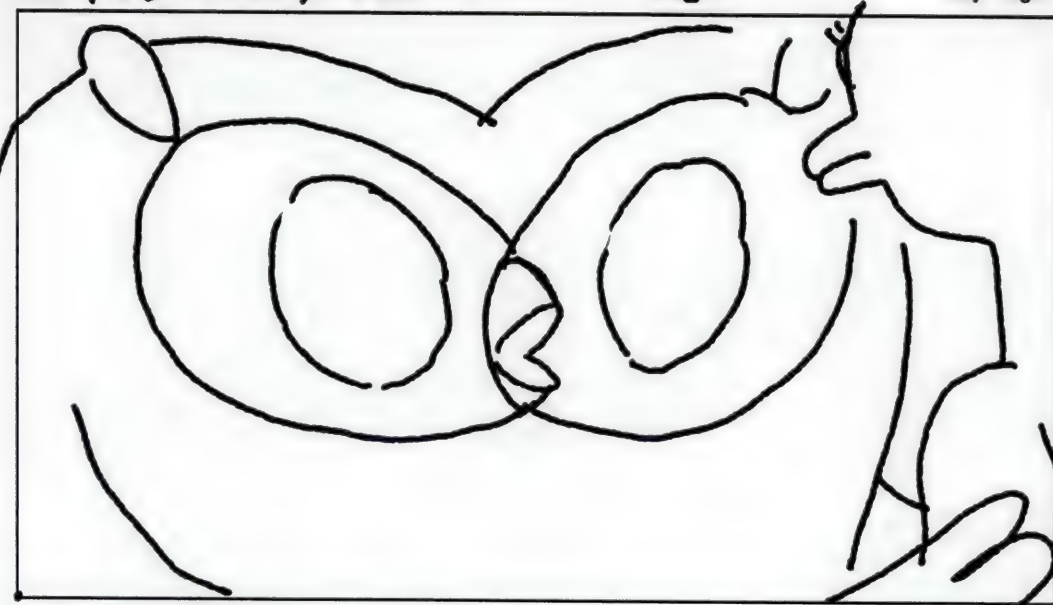
Page 262

HW  
cut

Sc. 173 Pnl. A Bg. day night



Sc. 173 CONT Pnl. B Bg. day night



Dialog:

co/H oooo!!

Action:

- CO HOOTS LOUDLY IN BW'S FACE  
SEP 12 2014

Timing:

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140  
cut

ADVENTURE TIME



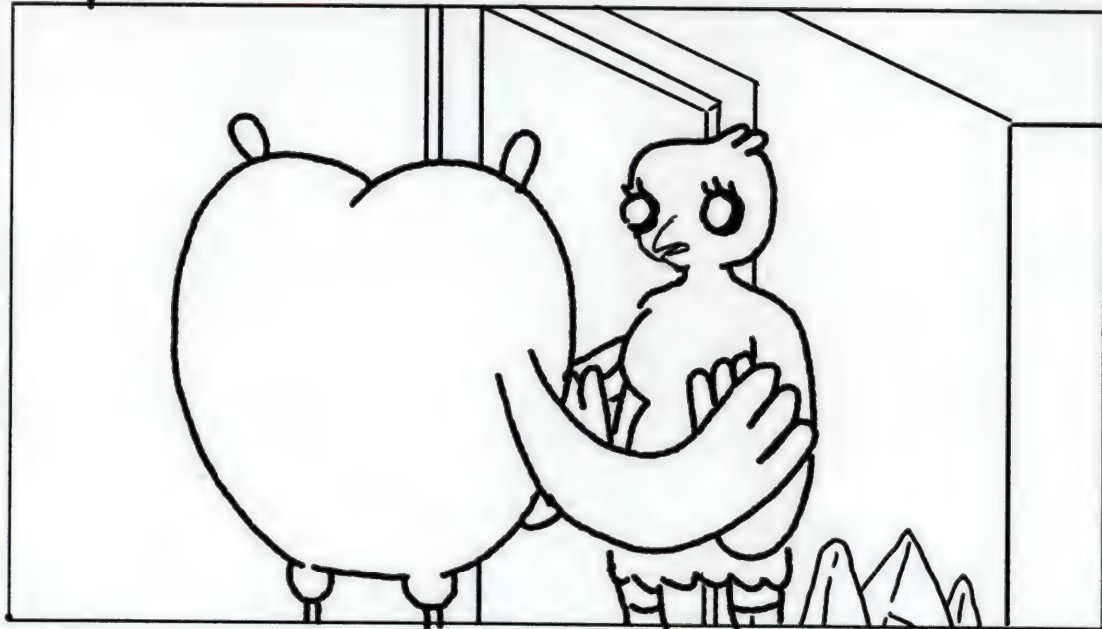
Sc. 174

Pnl.

A

Bg.

day night



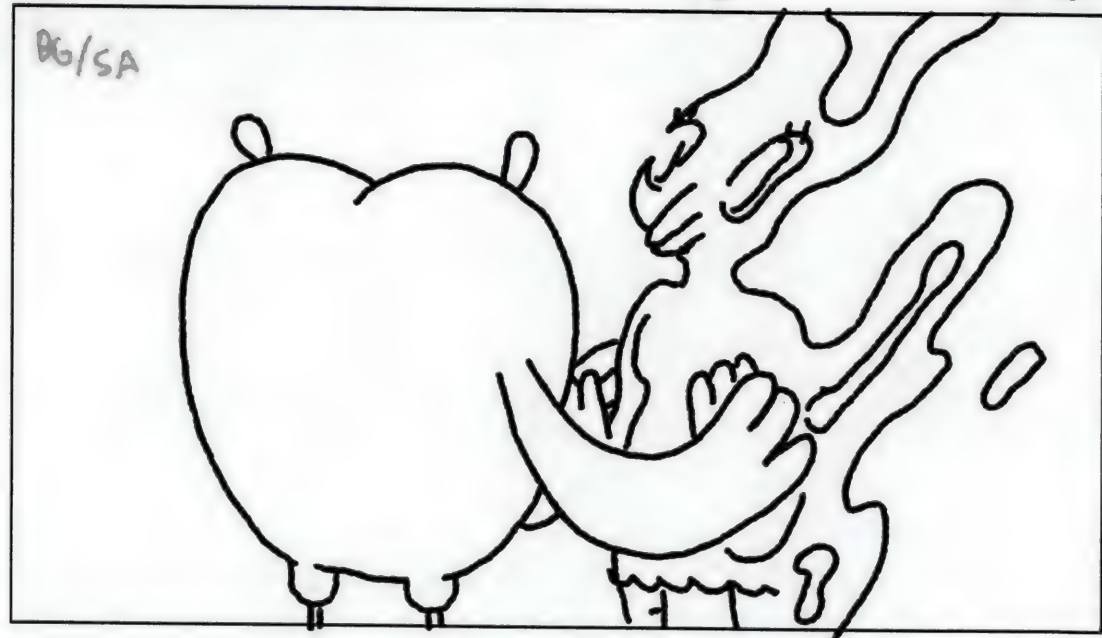
Sc. 174 CONT

Pnl.

B

Bg.

day night

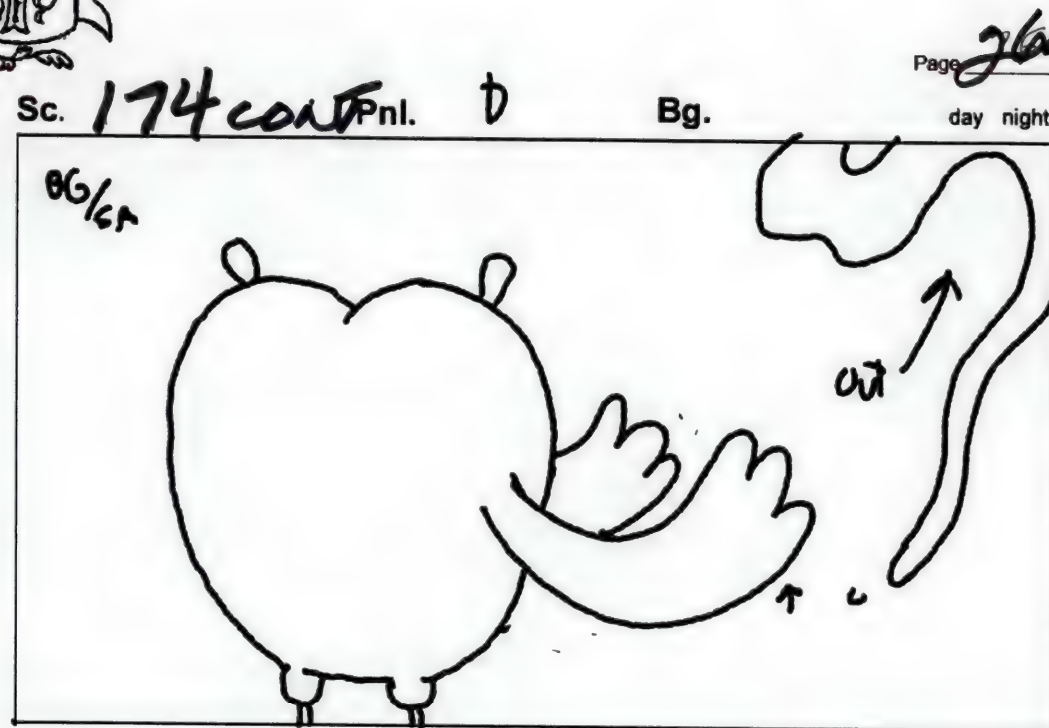
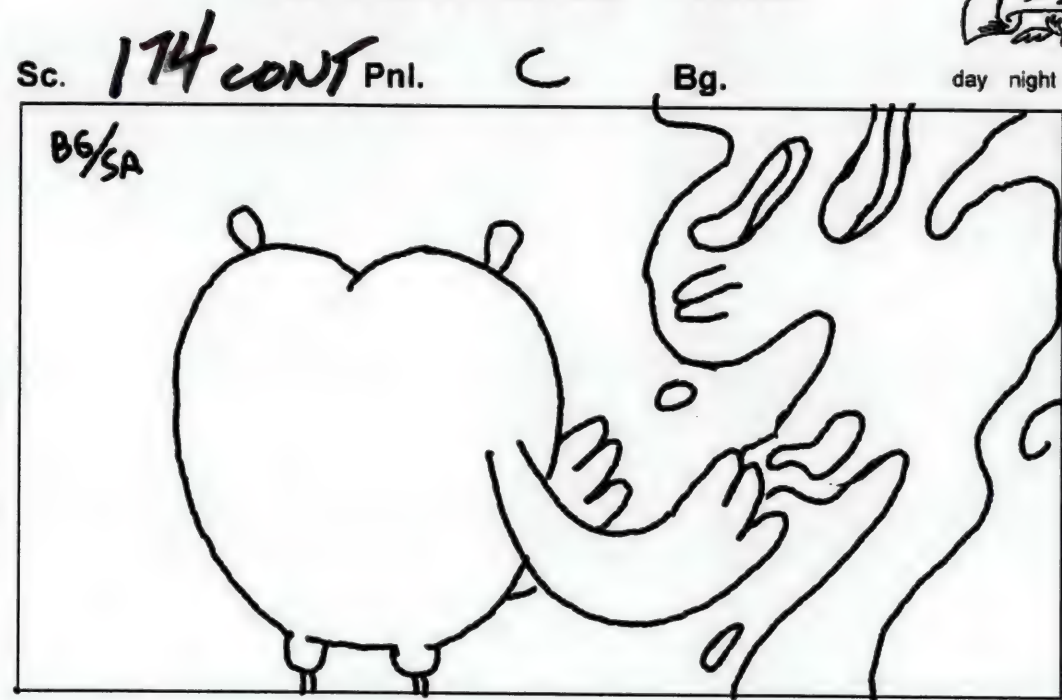


Dialog:
BW : [GASP]
Action:
- DG STARTS TO TURN TO SMOKE.
Timing:
SEP 1 2 2011

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1025-196  
EPISODE #  
1025/196  
Production :

# ADVENTURE TIME



Dialog:	
Action:	- SHE BLOWS AWAY LIKE SMOKE.
Timing:	SEP 1 2 2014

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Cut

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Production :

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# ADVENTURE TIME



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day night

Sc. **175**

Pnl. **A**

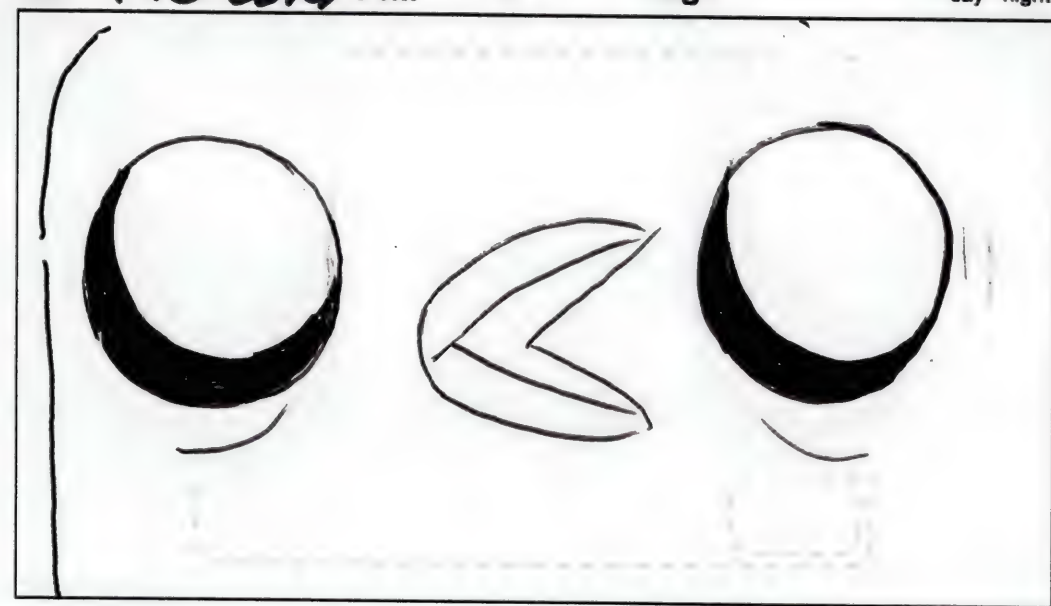
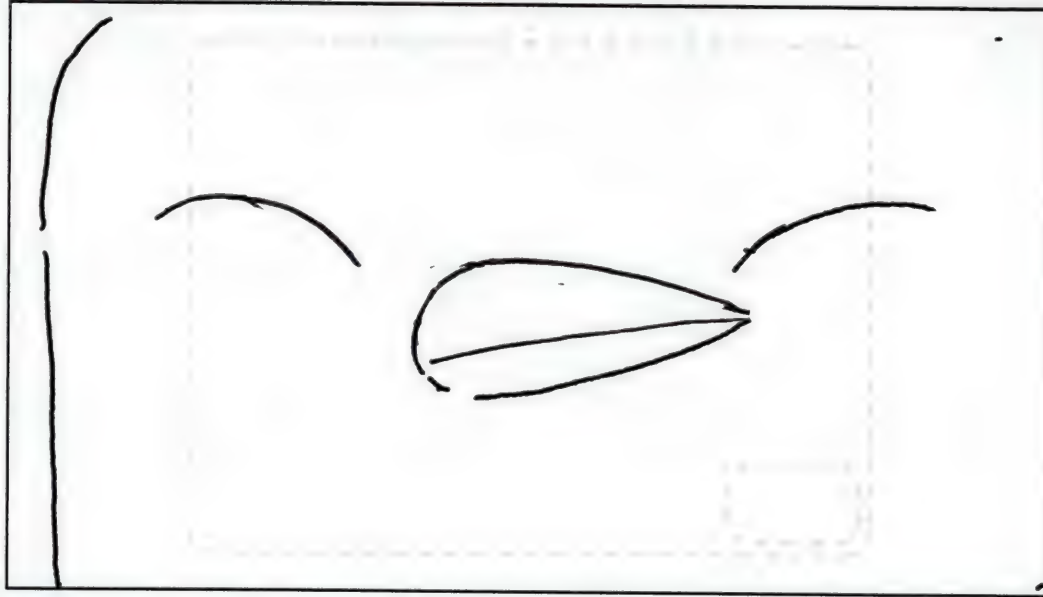
Bg.

day night

Sc. **175 cont** Pnl. **B**

Bg.

day night



Dialog:

GUNTER/ **WENNK!**

Action:

- GUNTER is sleeping.

- Gunter wakes up.

SEP 12 2014

Timing:

EPISODE #

Production :

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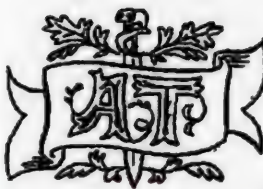
1025/196

1025/196

1025/196

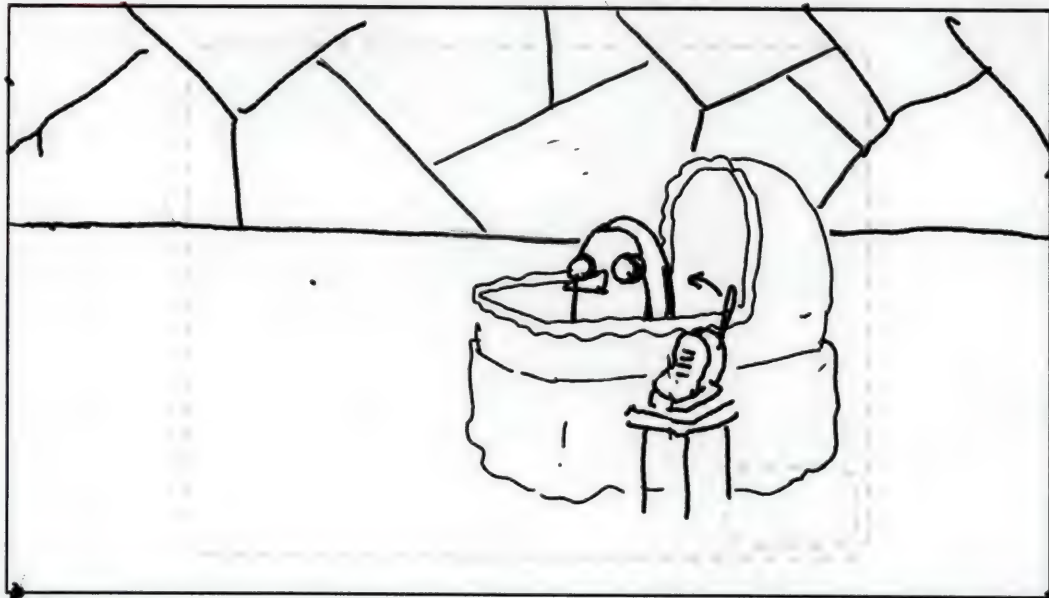
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# ADVENTURE TIME

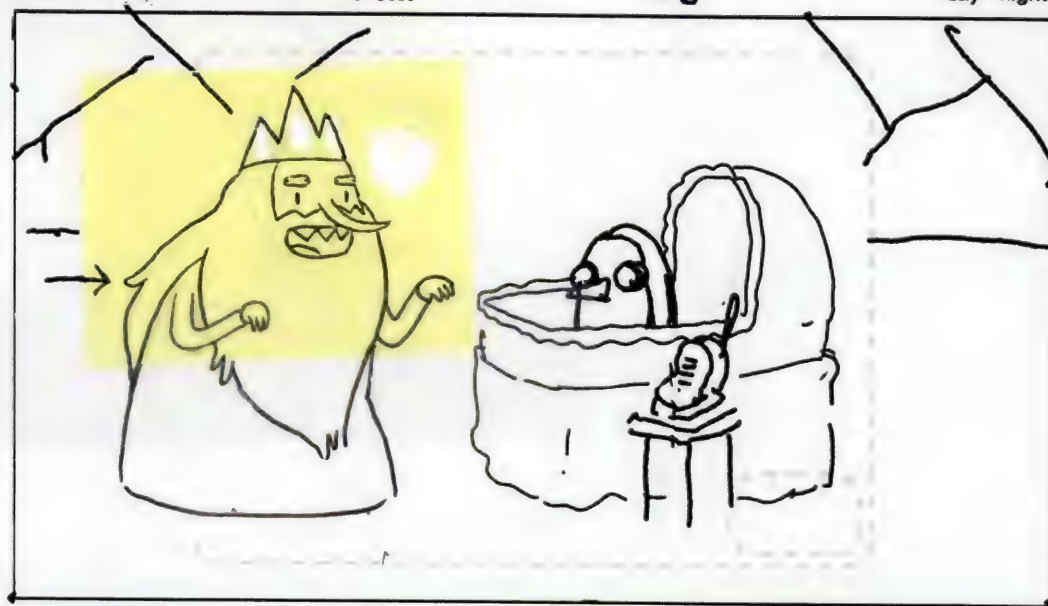


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Sc. 176 Pnl. A Bg. day night



Sc. 176 CONT Pnl. B Bg. day night



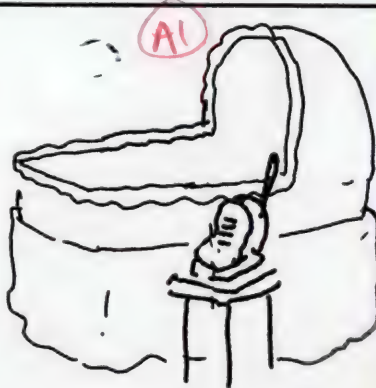
Dialog:

IK: (O/S) GUNTER?

Action:

GUNTER Pops UP  
out of the Basinet.

Timing:



IK: Aw. DID BABY HAVE A BAD DREAM?

-IK WALKS  
IN.

SEP 12 2014



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1025/196

HW  
at

1025/196



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Ho  
cut

ADVENTURE TIME



Ho  
cut

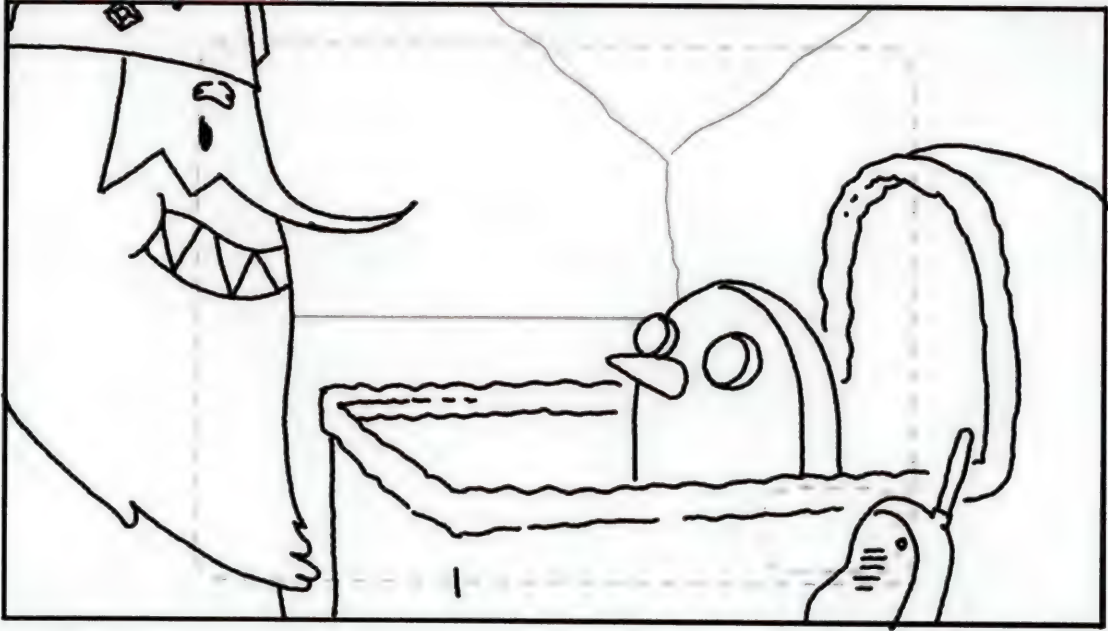
Sc. 177

Pnl.

A

Bg.

day night



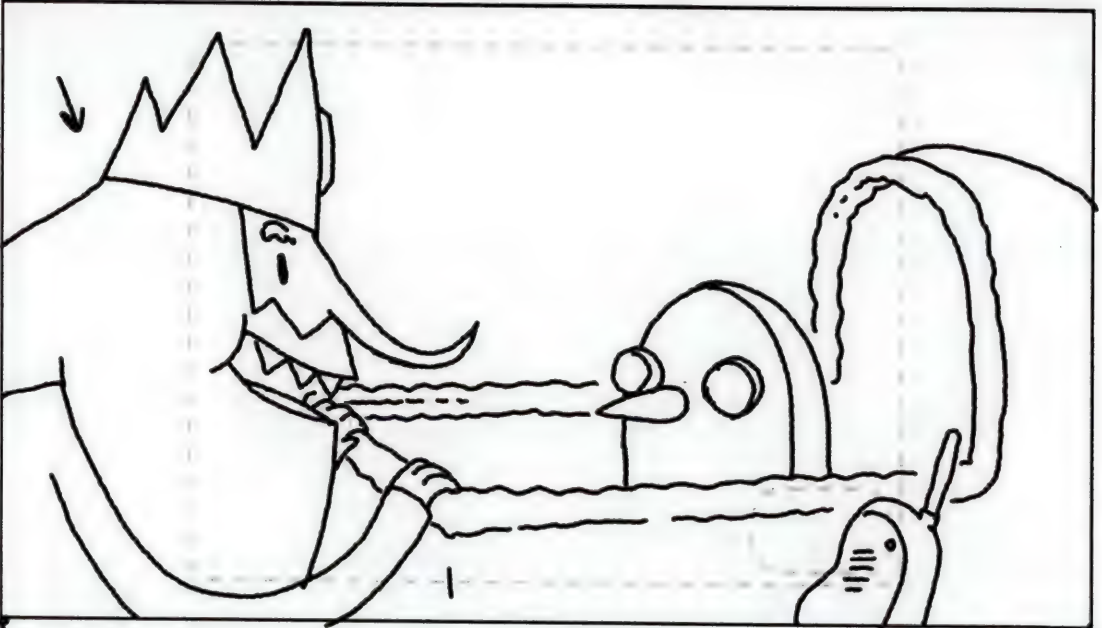
Sc. 177 *cont*

Pnl.

B

Bg.

day night



Dialog:

Ik/ LET ME GET YOU A BOTTLE.

Action:

SEP 12 2014

Timing:

EPISODE #

Production :

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961/5201

1025/196

the cut

# ADVENTURE TIME



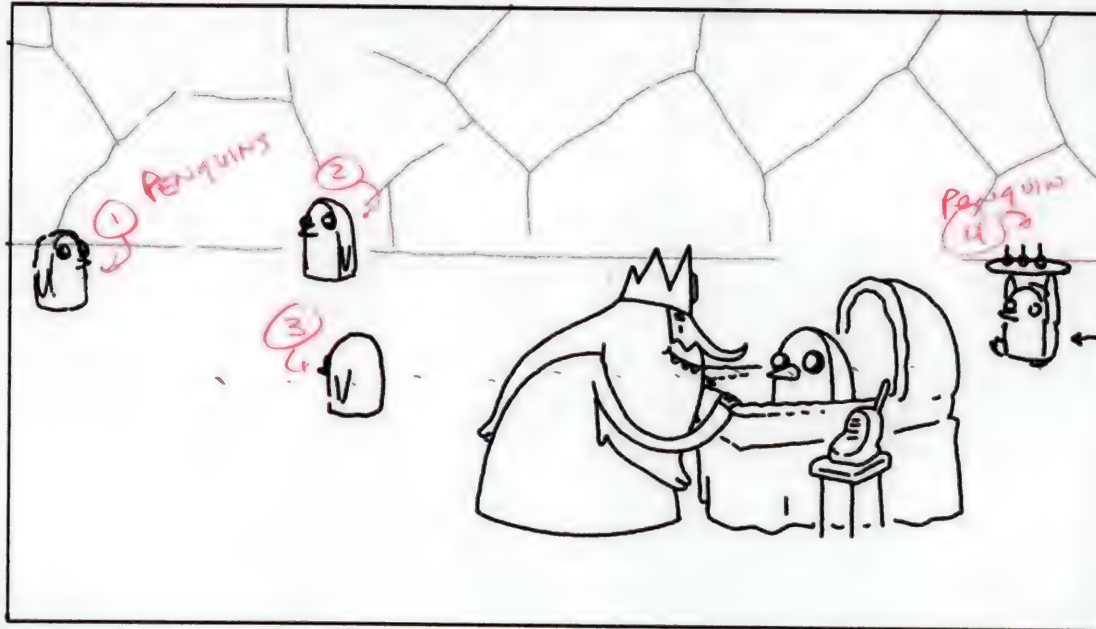
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Sc. 178

Pnl. A

Bg.

day night

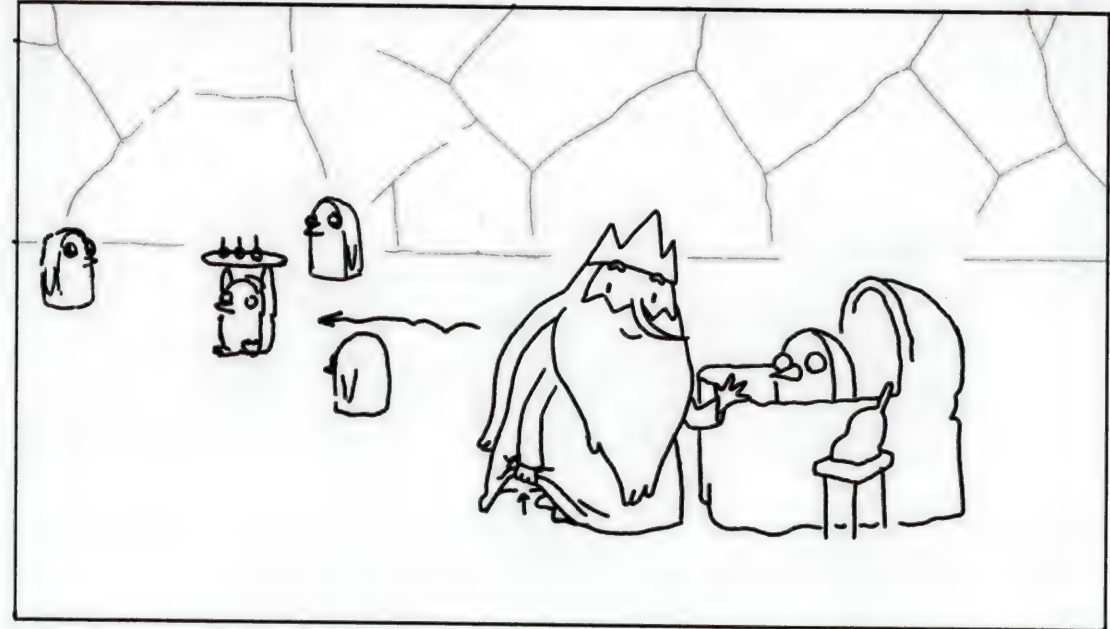


Sc. 178 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- Penguin works in with Tim of food.

Ice King Reaches Back and pulls up his cloak

SEP 12 2014

Timing:



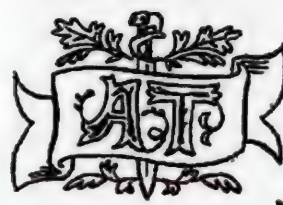
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# ADVENTURE TIME

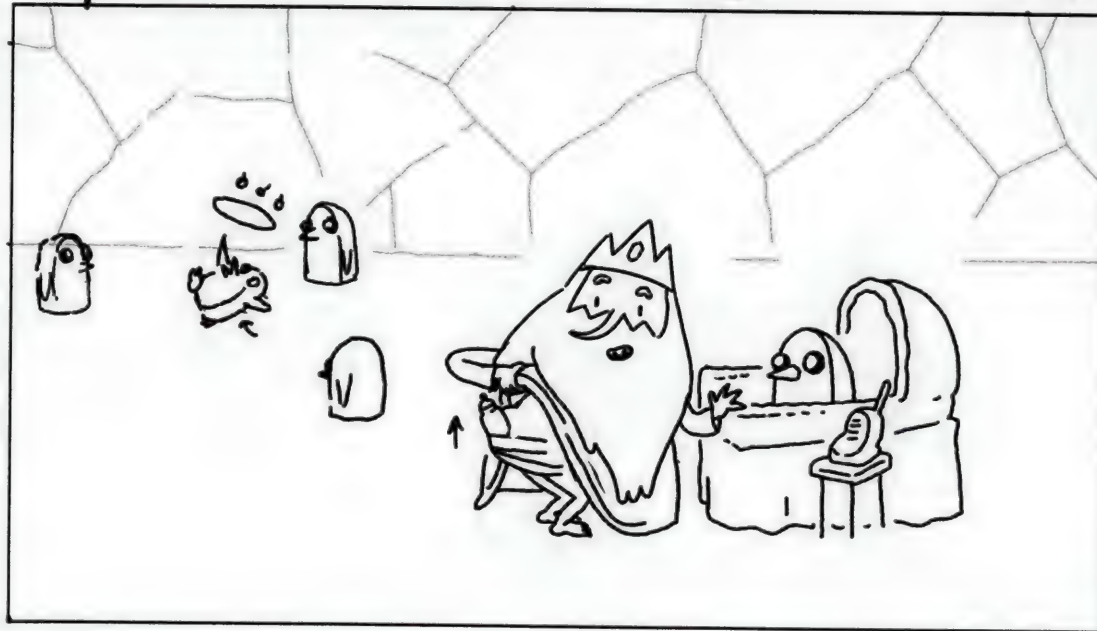


Sc. 178 CONT

Pnl. C

Bg.

day night

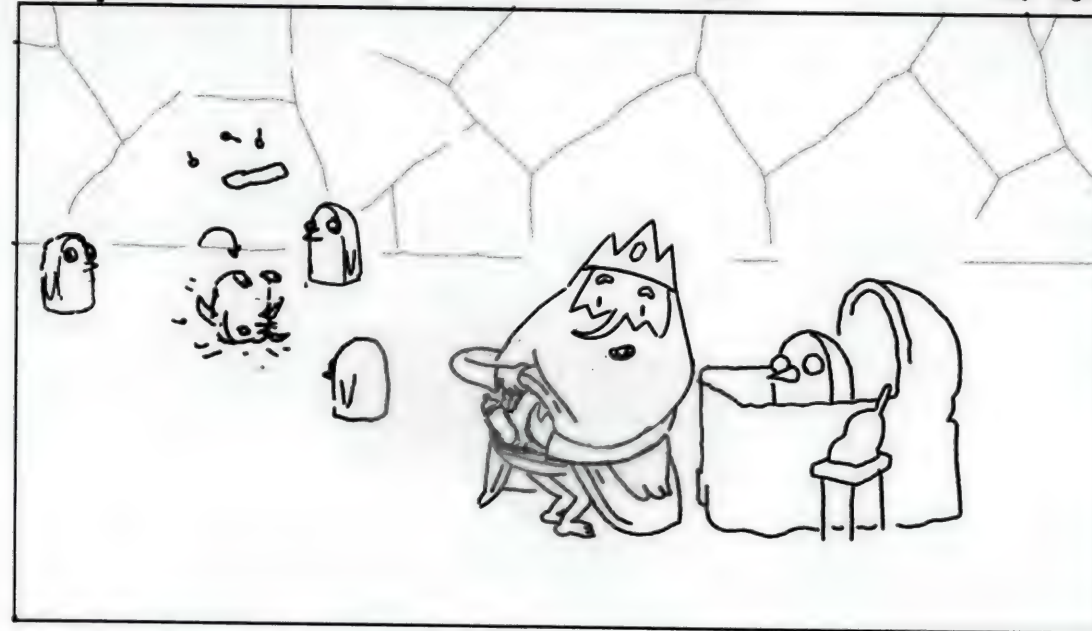


Sc. 178 CONT

Pnl. D

Bg.

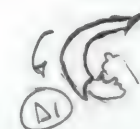
day night



Dialog:

SFX:

\* SMASH \*



Action:

- Ice King Reveals bottle hidden under his robes.
- Penguin SLIPS

- Ice King Grabs the Bottle.

SEP 12 2014

- Penguin falls mirror's falling action in Dream Sequence.

Timing:

Production :

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ADVENTURE TIME



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day night

Sc. Pnl. Bg. day night

Sc. 178 CONT Pnl. E Bg. day night

Dialog:

Action:

Timing:

-TRAY LANDS ON PENGUIN'S BUTT.  
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Production :

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# ADVENTURE TIME



No sc. 179

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Sc. 178 *cont*

Pnl. F

Bg.

day night

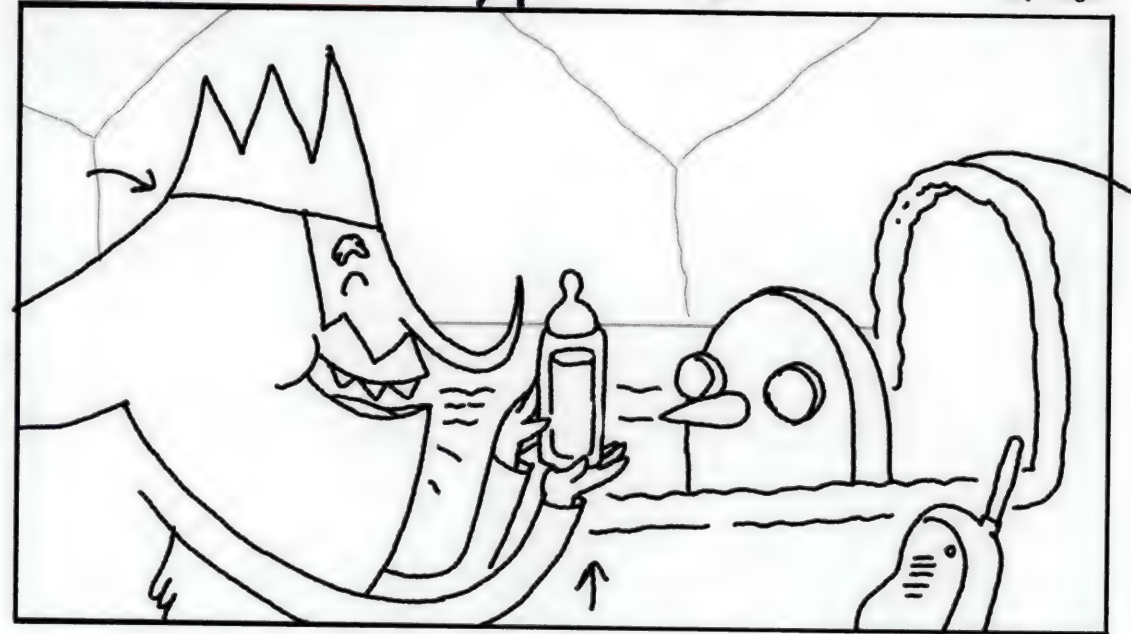


Sc. 180

Pnl. A

Bg.

day night



Dialog:

PENGUINS : [ LAUGHING ] IK : AH-HA

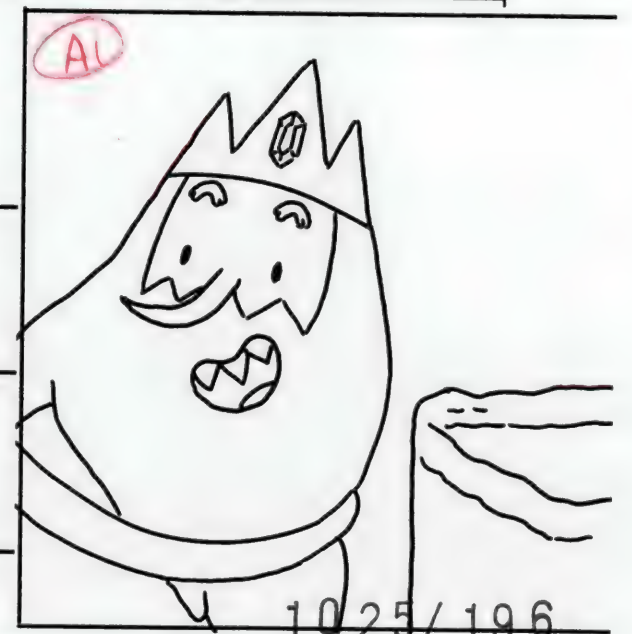
Action:

- PENGUINS ALL LAUGH AT fallen penguin.

- IK LEANS FORWARD

Timing:

SEP 12 2014



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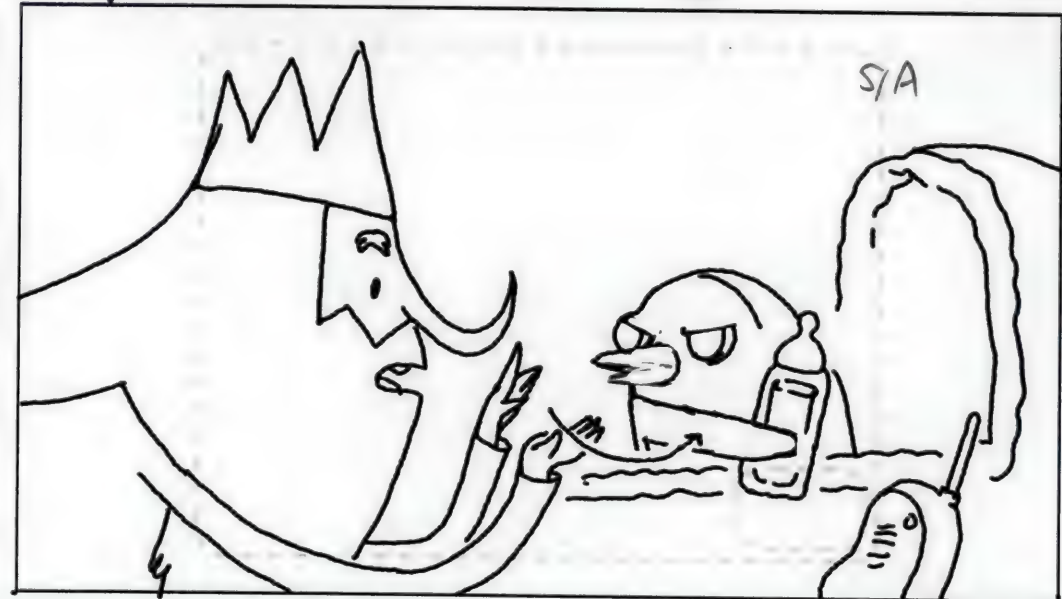
EPISODE #

961/5201

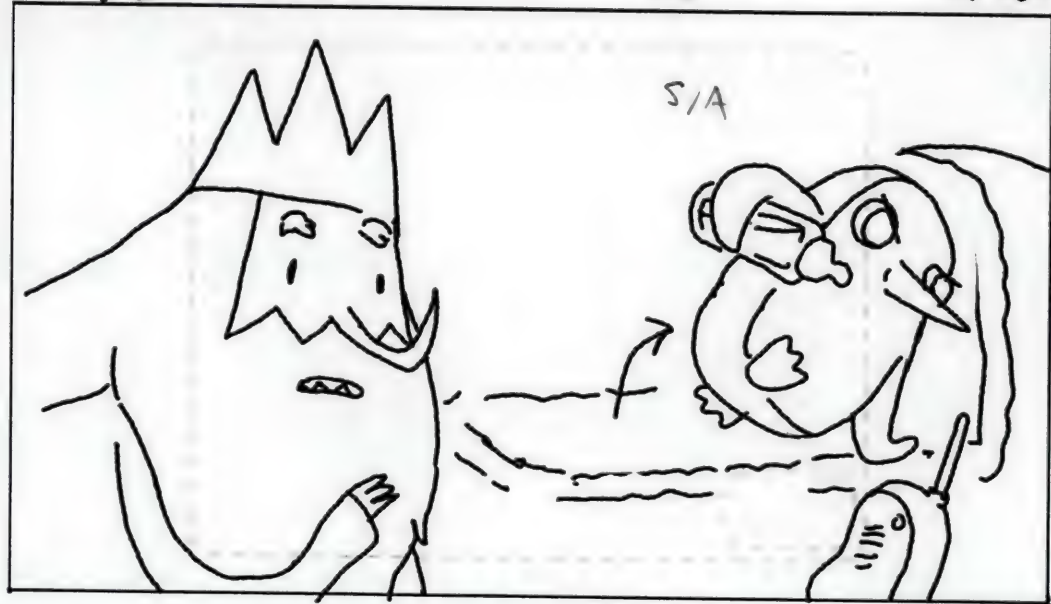
# ADVENTURE TIME



Sc. 180 CONT Pnl. B Bg. day night



Sc. 180 CONT Pnl. C Bg. day night



Dialog:

G: WENK.

Action: GUNTER GRABS THE BOTTLE IN ANGER. SEP 12 2014

Timing:



- G. Leaps out of Basinet.



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# ADVENTURE TIME



*Cont*

Sc. 180 *cont* Pnl. D

Bg.

day night

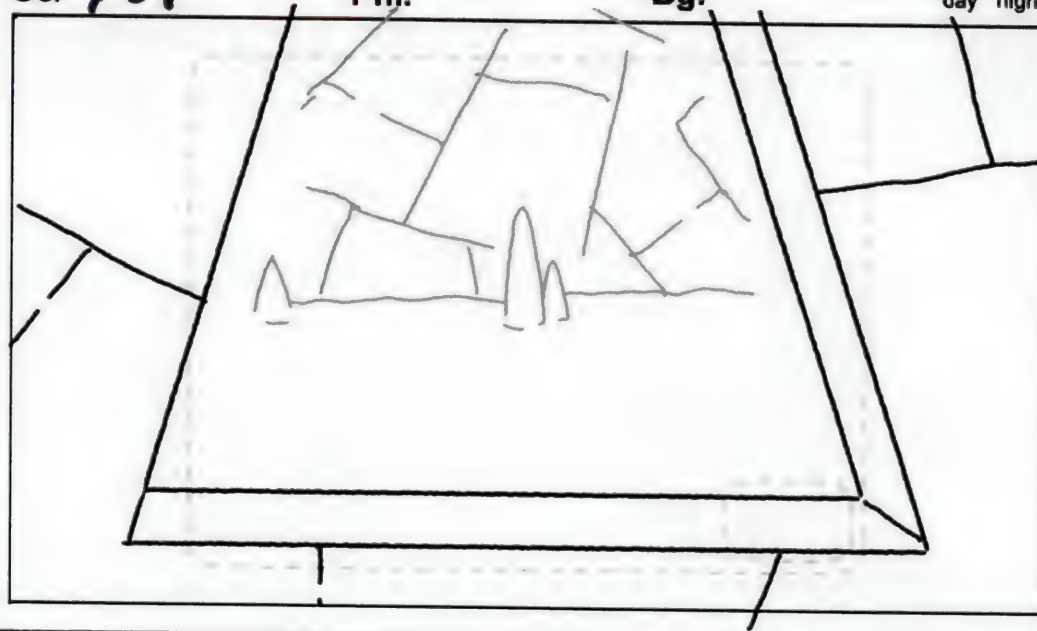
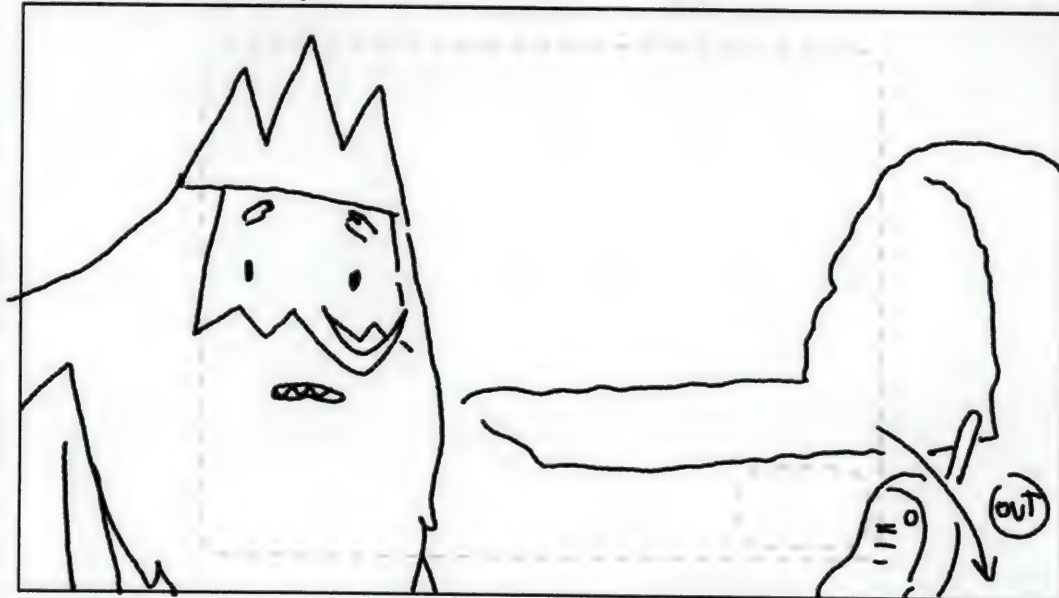
Sc. 101

Pnl. A

Bg.

day night

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Dialog:

IK: WHAT'S EATING HIM...

Action:

- WINDOW

SEP 12 2014

Timing:

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1025/196

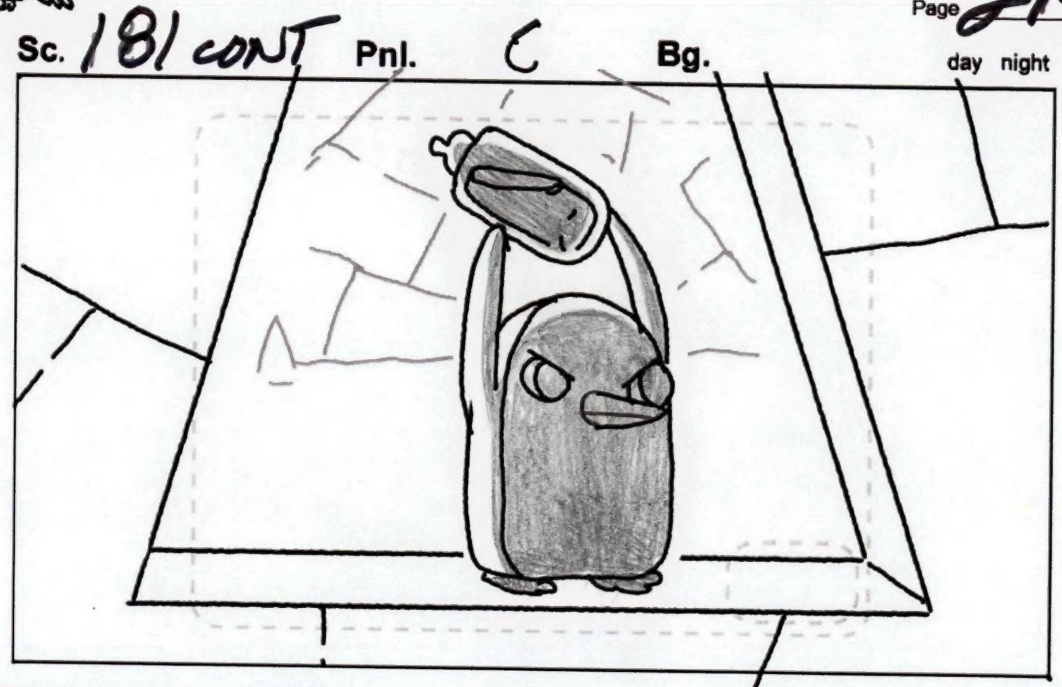
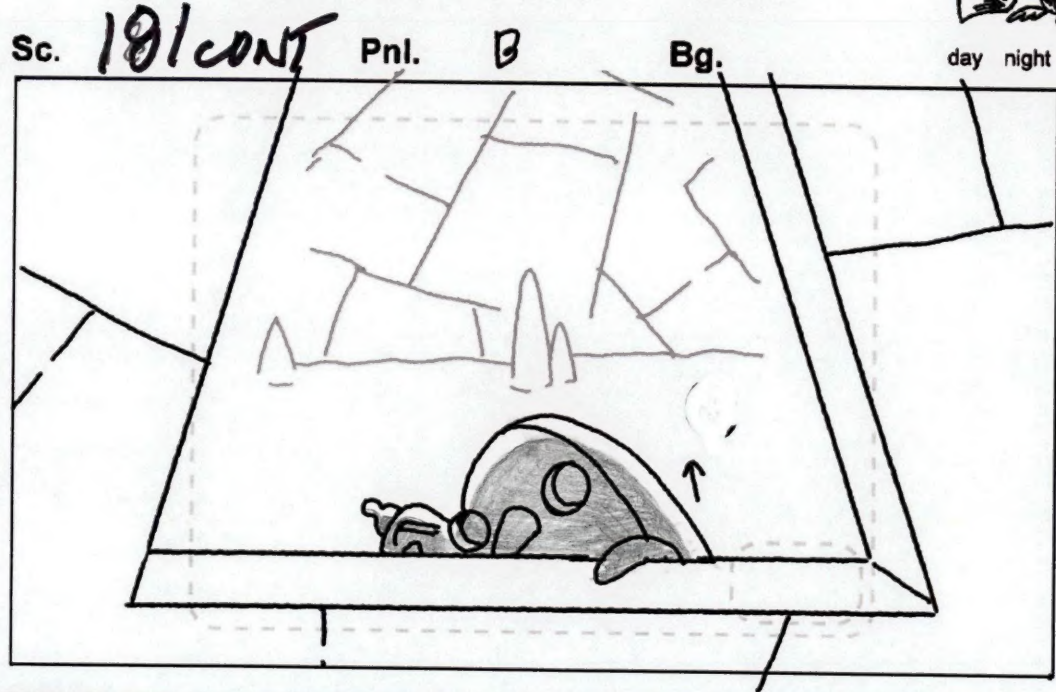
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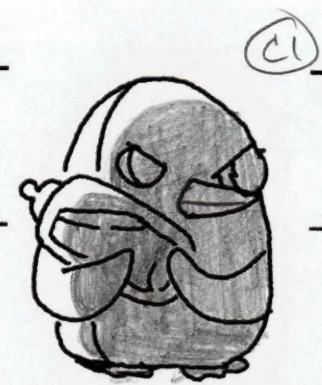
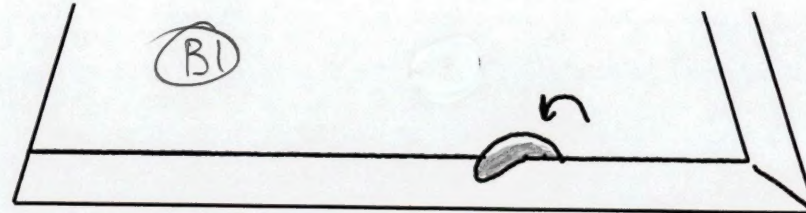
# ADVENTURE TIME



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Dialog:	
Action:	Gunter climbs up on windowsill
Timing:	<p><b>G</b> STARTS TO THROW THE BOTTLE.</p> <p>SEP 12 2014</p>



EPISODE #

Production :

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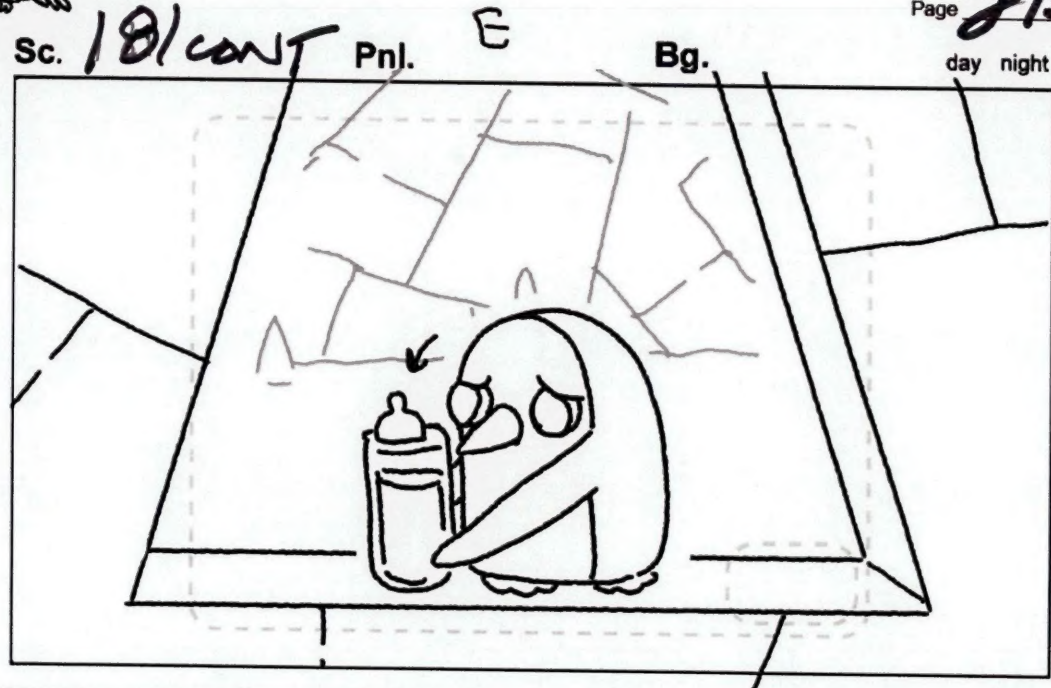
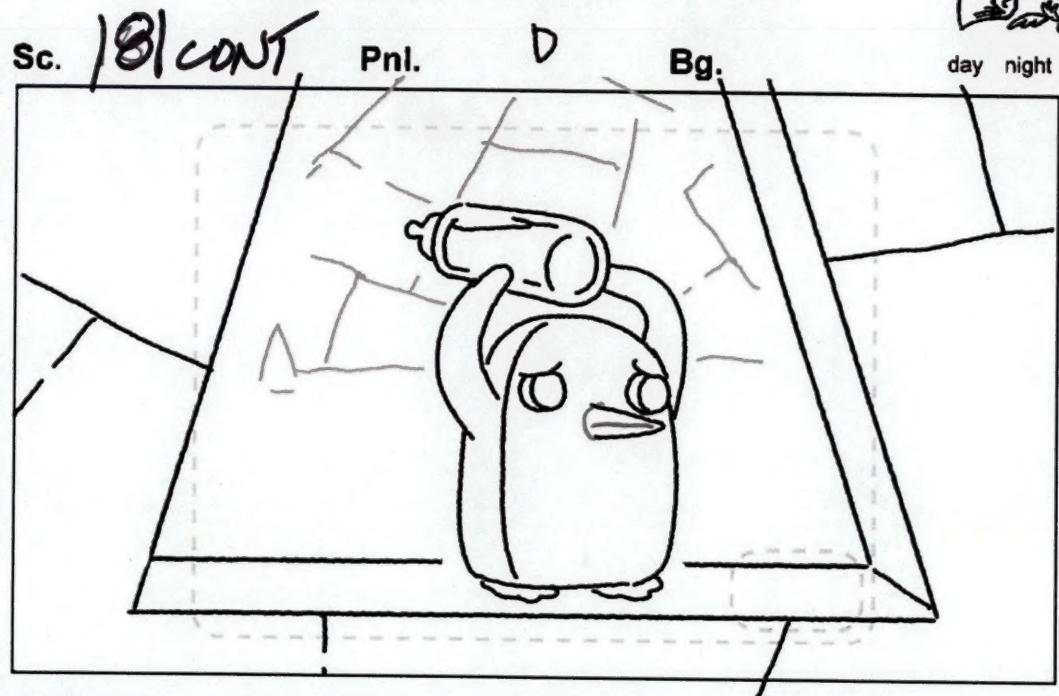
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# ADVENTURE TIME



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Dialog:

Action:

- GUNTER HESITATES.

- Then places Bottle on THE windowsil.

Timing:

SEP 12 2014

EPISODE #

Production :

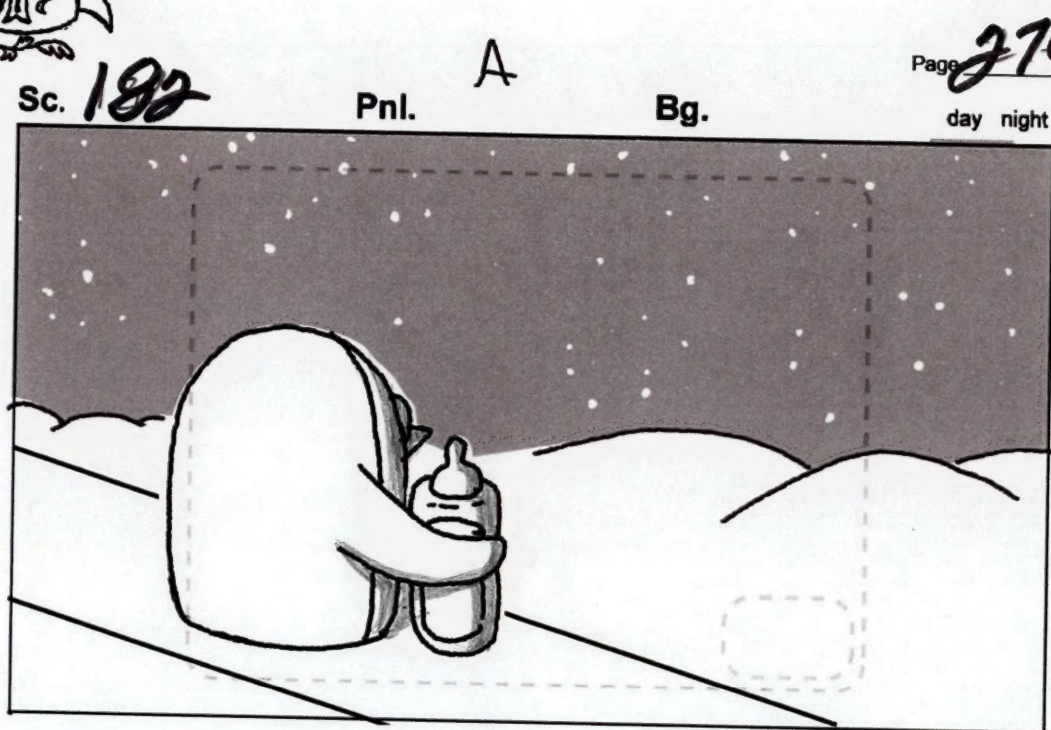
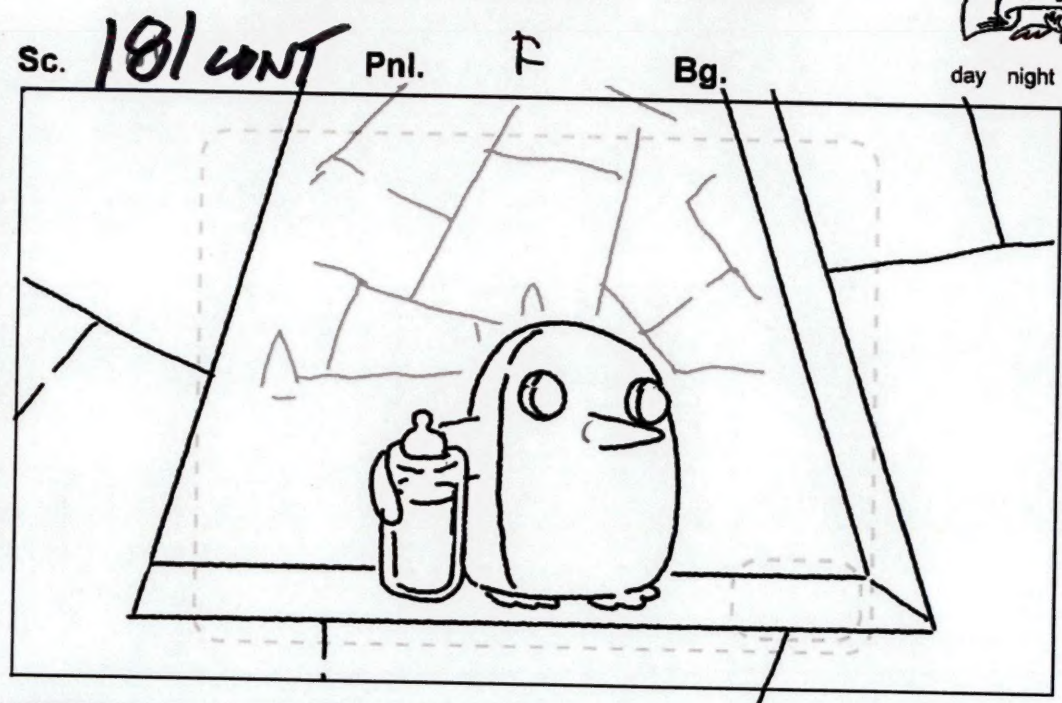
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# ADVENTURE TIME



Dialog:	
Action:	- G. WATCHES NIGHT SKY.
Timing:	SEP 12 2014

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Production :

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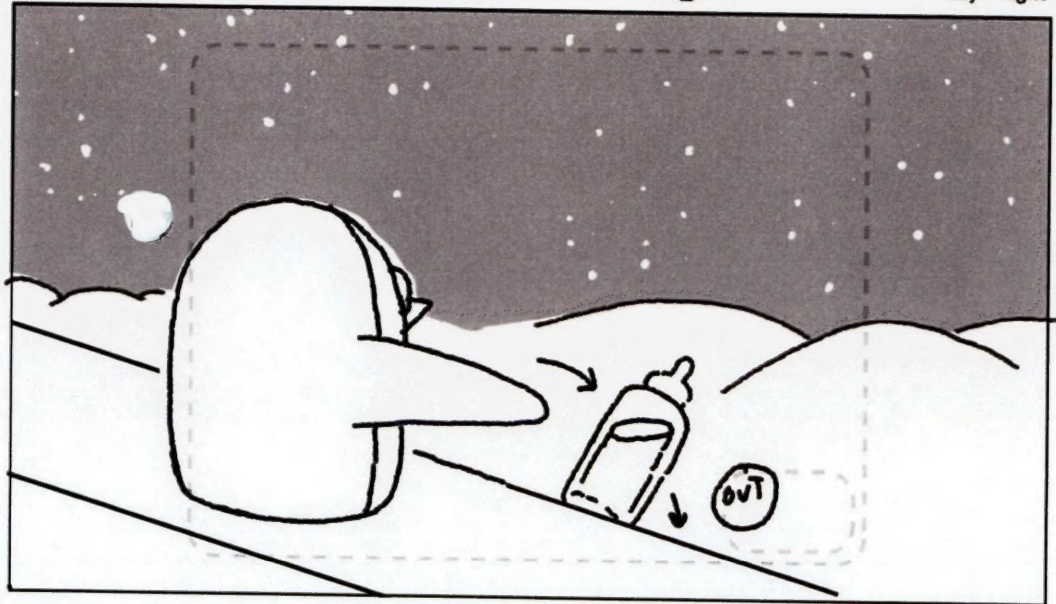
# ADVENTURE TIME



Sc. **182 CONT** Pnl. **B** Bg. day night



Sc. **182 CONT** Pnl. **C** Bg. day night



Dialog:

Action:

SHOOTING STAR SWEEPS ACROSS THE NIGHT SKY.

-G. pushes Bottle over.

SEP 12 2011

Timing:



Production :

EPISODE #

*TOP*

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